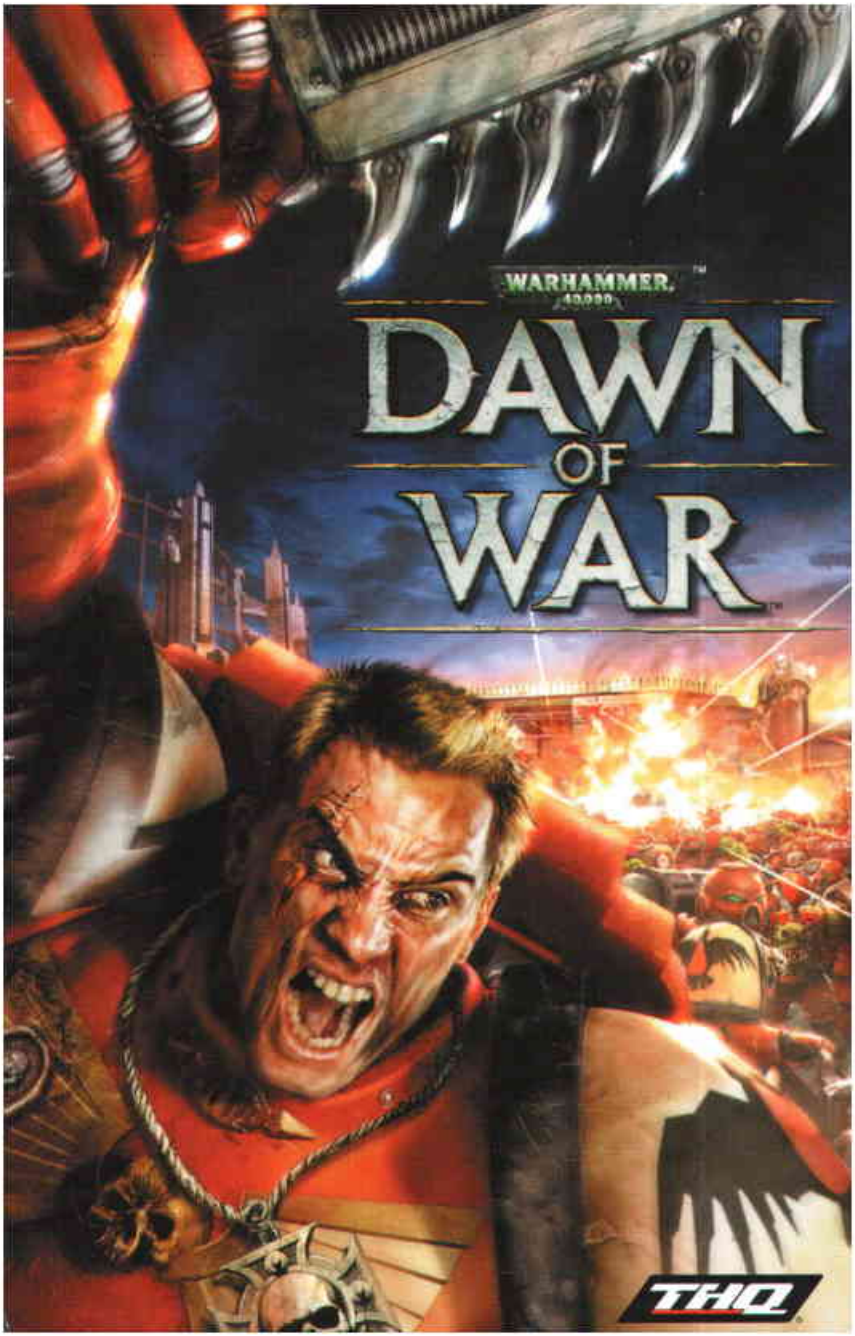
WARHAMMER 40,000
DAWN OF WAR
THQ

DAWN OF WAR

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INTRODUCTION - THE DAWN OF AN AGE

It is the 41st Millenium, and there is only war. This war emerged from the Dark Age of Technology, when mankind spread itself from one side of the galaxy to the other in its quest for knowledge. Traveling in starships to planets far from Earth, they brought with them enlightenment and the best of intentions. But this expansion was not to go unchallenged.

The enemies of man, including the savage and bloodthirsty Orks, the traitorous forces of Chaos, and the mysterious and powerful Eldar, wage constant war against the descendants of Earth, seeking to end their very existence. The lives of untold billions, indeed the very survival of humanity itself, depend upon the protection of the Master of Mankind, the Immortal Emperor.

He is the leader of this driven, fierce species caught in a fragile dominance of more than a million worlds. As a race, humanity barely survives destruction, extinction and alien invasion. Only through brute strength and the singular vision of its celestial patriarch, the Emperor, does it escape destruction. By His will do vast armies of loyal, genetically perfected and lethal warriors known as the Space Marines accomplish his merciless bidding. Without him and the Space Marines, the Imperium of Man would crumble to the scourge of Chaos.

Ten thousand years ago, the Emperor ascended to the Golden Throne of Terra. Although genetically human, the Emperor is a living god and the savior of all humanity. Supremely gifted with extraordinary psychic abilities, he used his unparalleled power to unite billions of people. Today, this vast expanse of peoples is called the Imperium. It is ruled by the iron will of the Emperor; his body is entombed in the strange life-giving machinery of the Golden Throne for eternity, as his natural life gave out long ago.

The Emperor's power remains great. His mind is the beacon star to which all ships sail, whether through material space or the Chaos-fed terrors of the Warp. Without the Emperor's psychic beacon, the Imperium's vessels would lose their anchor in the unpredictable tempests of hyperspace.

SPACE MARINES AND THE GODS OF WAR

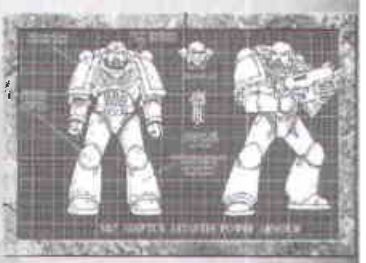
From the ten-thousand psykers of the Astronomican, who anchor the Imperium's starcraft in warp space, to the millions-strong Imperial Guard who defend the Emperor's worlds against alien threats and human insurrections, to the Inquisition that ensures faith through cleansing flame and large-caliber Communion, the Emperor's forces are many and dreaded.

No servant, however, compares to the monolithic Space Marines of the Adeptus Astartes -- the Emperor's will made manifest and avatars of His glorious retribution. They are genetically perfect and the symbols of his everlasting might. These gods of war are often all that keep humanity from falling to alien conquest and internal heresies.

The Blood Angels, the Black Templars, the Space Wolves and the Ultramarines are but a handful of the illustrious thousand chapters who serve the Imperium.

The Undying Master of Mankind, the Emperor, is no longer merely a man; he has become a God, worshipped by billions throughout the Galaxy. As Man's enemies rain endless death and destruction upon Humanity's doomed planets, the people of the Imperium pray to the Emperor, begging for His protection. Only the Space Marines can answer their desperate prayers. As the Emperor's loyal soldiers, the Imperial Guard are the backbone of Mankind's military. When these innumerable ranks are coupled with the fierce and unrelentingly heroic Space Marines, they represent Humanity's last, best hope for salvation from their merciless enemies.

To live now is to live in the cruelest and most bloody regime imaginable. Forget the power of technology, science, and humanity. Forget the promise of progress and understanding. There is no peace amongst the stars. Life is a desperate struggle for survival. Vigilance and devotion to the Emperor are the only refuge against the enemies of man, and the Space Marines are the Emperor's hand.



It is the dawn of the 41st Millenium. Battles rage, billions die and worlds are bathed in blood. Enter into a new Age: the Dawn of War.

ENTER THE BLOOD RAVENS

A secretive and ritualistic Chapter of the Space Marines, the Blood Ravens have a glorious history of fighting heroically for the Imperium. Yet, unlike some Chapters who can trace their lineage back ten thousand years to when the Emperor of Mankind created the first Space Marines, little is known of the Blood Ravens' origin. Their Chapter records have long since been mysteriously lost...or destroyed.

As if to compensate for their lack of knowledge regarding their roots, the Blood Ravens have developed a deep respect, almost an obsession, for information. They keep extensive records on all subjects; constantly adding to the Chapter's well-organized archives with materials and artifacts gathered and cultivated based upon their belief that knowledge is the greatest weapon in the fight against the Emperor's enemies.

The Blood Ravens are also psychically gifted, with a disproportionate number of the Chapter's brother-warriors exhibiting powerful psychic abilities. These paranormal gifts, along with the constant studies of their enemies, contribute to their uncanny ability to predict where and when Man's vicious adversaries will attack next.

This combination of psychic talent and unending exhaustive research is credited as the source of many of the Chapter's decisive victories and has added to the powerful mystique of the Blood Ravens.

GETTING STARTED

INSTALLATION

Insert the *Warhammer® 40,000: Dawn of War™* CD-ROM Disc One into your CD-ROM drive. When the Start-Up screen appears, click **Install** and follow the instructions on the screen.

If the Start-Up screen does not appear, double-click on the My Computer icon on your desktop, then double-click on the CD-ROM drive containing the Dawn of War CD-ROM. Locate and double-click on Setup.exe to launch the Start screen. Click **Install** and follow the instructions on the screen.

ENTER CD KEY

You will be asked to enter the unique CD key located on the back side of the manual cover. You must have a valid CD key to complete the installation process and play the game.

Protect your CD key – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

UPDATES AND PATCHES

Check the *Warhammer® 40,000: Dawn of War™* website http://www.dawnofwargame.com or www.thq.com/support for any updates or patches prior to playing the game. Please note that patches and updates may be automatically downloaded and applied when you log-in to the Online game.

DIRECTX 9.0b REQUIRED

You are required to have DirectX version 9.0b (included on the installation CD) or later to play *Warhammer® 40,000: Dawn of War™*.

TROUBLESHOOTING

Please refer to the Readme.txt file included on the CD for the latest information regarding troubleshooting and technical support.

PLAYING THE GAME

PLAYER PROFILES

The player profiles menu allows you to establish new player profiles for use by multiple players. Each profile retains the information particular to that user, such as customization settings, game options, and user preferences. It is also used to keep track of single-player game progression.

The active Player Profile name is displayed on the Main Menu. Click on the name to create new Player Profiles or to change the active Player Profile.

THE MAIN MENU

The Main menu is where you launch a new Single-Player campaign, start a Multiplayer game, commence the Tutorial, or change the Game Options. Press F10 to activate the main menu when playing the game.

- Click Campaign on the Main Menu to access the Tutorial or play the Single Player Campaign.
- Click Skirmish to play the Single Player Skirmish game.
- Click on Multiplayer to play a LAN game over your Local Area Network or to play an Online game through GameSpy®.
- Click on Options to change the game's options.
- Click on Army Painter to customize your units' appearance.

SINGLE PLAYER CAMPAIGN

The Single-Player Campaign of *Warhammer® 40,000: Dawn of War™* puts you in control of the Blood Ravens in their epic struggle to save the planet Tartarus.

SKIRMISH

Skirmish allows you to enter into combat against computer-controlled opponents on a multiplayer map.

ONLINE GAME

Selection Online from the Main Menu offers the following options for multiplayer online gaming:

- **LAN** – Host/Join a game on your Local Area Network.
- **Online** – Host/Join an online game through the Dawn of War Multiplayer Lobby, which provides multiplayer gaming features like automatching, ladder ranking, etc.
- **Direct Host** – Allows you to host a direct-connection game (i.e. not over a LAN).
- **Direct Connect** – Allows you to connect to a direct-connection game (i.e. not over a LAN).

PLAYING THE GAME

GAME OPTIONS

SOUND

Modify audio options like volume levels, character speech level and music volume.

GRAPHICS

Modify graphical options such as screen resolution, detail levels, and rendering features.

CONTROLS

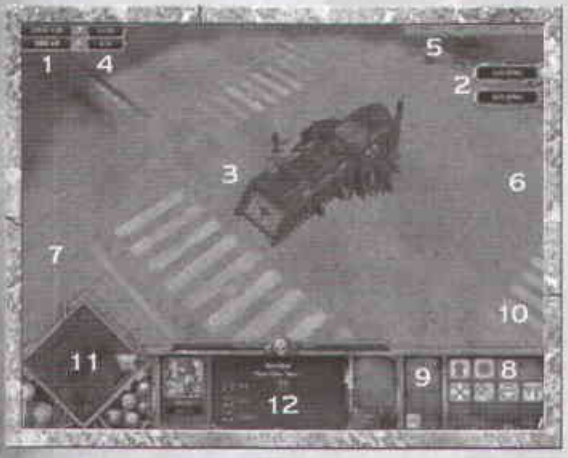
Modify options such as whether to include blood, and mouse scrolling speed.

NOTE: Check the readme.txt for more information on how to modify the hotkey settings. This manual assumes the DEFAULT setting for all mouse and keyboard controls.

ARMY PAINTER

Unit appearance can be customized for online play. Special banners, unit emblems and color schemes can be used to personalize your army. Check the Readme.txt for the full instructions on how to customize your units.

GAME SCREEN AND USER INTERFACE ELEMENTS



1. Resource Information: Displays the status of your current stockpile of Requisition, Power, and, for the Orks, Ork resources.
2. Strategic UI: Displays the captured Strategic Points, Objectives and Relics.
3. Critical Messages such as "Game Paused" appear here.

4. Team Information: Total units and unit cap.
5. Menu Bar: Click here to access the Main Menu, display Mission Objectives, change Diplomacy settings, and more.
6. Timers and Warnings: Countdown timers and gameplay event warnings pop up here.
7. Event Cue System & Alert Text: Display the latest events. Click here to zoom to the location or unit that triggered the message.
8. Unit Command Area: Issue unit commands by clicking here or using the indicated hotkey. Commands like 'BUILD' or 'ATTACK' are issued here by clicking on the appropriate icon.
9. Squad Control Area: Reinforce the squad and upgrade the squad's weapons.
10. Help Text: When placing the cursor over any game element, help text is displayed so you know the function of that unit or command.
11. Mini Map: Displays a rendition of the level map.
12. Section Information Area: Displays health of your unit and relative strength of the squad.

USING THE MOUSE AND 3D CAMERA

The camera is the primary control point for commanding your army. There are four camera controls.

Rotate: Hold down the ALT key and move the mouse to rotate the camera's point of view on the horizontal and vertical axis. Return to the default camera position by hitting Backspace.

Zoom: Roll the mouse wheel up to zoom in or down to zoom out.

Pan: Pan the camera forward, backward, left or right by moving the cursor to the edge of the screen or by using the arrow keys.

Squad Selection: Select a squad by clicking on a unit. To do this, hold down the left mouse button and drag the box around the group of units. Assign a hotkey to the group by hitting CTRL plus the number keys (1-0) to assign a group a hotkey.

NOTE: Remember that Help Text is available throughout the game to explain how to use the game features and functions.

BASIC GAME CONCEPTS

RESOURCE STRATEGIC POINTS

Capture three kinds of Points to obtain benefits:

- Strategic Points: Holding these increases the rate at which you receive Requisition.
- Critical Locations: Holding these increases the amount of requisition you receive per turn at a rate higher than basic Stratagic Points. Also, holding Critical Locations is required to satisfy certain win conditions in multiplayer games.
- Relic: Holding these increases the rate of requisition and enables the creation of powerful units and abilities.

Use squads with the Capture ability, such as the Space Marine Scouts, to capture Strategic Points by selecting the squad and right-clicking the Strategic Point.

PLAYING THE GAME

BASIC GAME CONCEPTS CONT.

RESOURCES, BUILDINGS AND UNIT CAPS

Warhammer® 40,000: Dawn of War™ has three resources: Requisition, Power, and Ork Resource.

Requisition is the basic resource used for units and buildings. It represents the importance of your campaign within the context of the greater wars in the Imperium, and indicates how easily you can call in reinforcements, weaponry, structures, and vehicles. Requisition is gained by using infantry to take and hold Strategic Points.

Power is used for vehicles, heavy weapons, and advanced units and structures. Plasma Generators and Thermo-Plasma Generators generate power. Thermo-Plasma Generators can only be built on Slag Deposits.

Ork Resource (Orks only) is used for obtaining units. Ork Resource is generated at a rate determined by the number of Ork Settlements and Waaagh! Banners held by the player. Additionally, each time a Waaagh! Banner is constructed, additional Ork Resource is obtained.

Unit Caps indicate the number of units you can have. This is controlled by two factors: the Squad Cap and Vehicle Cap. Squad Cap represents the maximum number of infantry squads you can requisition and simultaneously deploy on the battlefield. Similarly, Vehicle Cap determines how many vehicles you can build.

You can increase the unit caps for each race by building the required support structures, upgrades, and research.

- Space and Chaos Marines: Buy Squad Cap Increase and Support Research at the headquarters.
- Eldar: Build Webway Gates.
- Orks: Build Waaagh! Banners.

TECHNOLOGY UPGRADES

As you build new structures, you have the opportunity to outfit units with better gear. Each new upgrade unlocks access to new buildings, upgrades to current buildings and units, as well as new weapons and new unit abilities.

SQUADS

The basic infantry unit for all races is a squad. Squads respond to orders as a single entity.

When a squad is built and ordered into action, the squad can be Reinforced (adding more individual members to the squad) and Upgraded (adding more powerful weapons), and a squad leader can be added which enhances the squad's combat effectiveness.

Powerful Leader units, like the Space Marine Force Commander, can be attached to a squad by selecting the Leader, clicking the 'Attach' button, and then clicking the squad you want to attach the Leader to.

Special units, like the Bloodthirster and Avatar of Khaine, and vehicles, cannot be formed into squads. They exist as individual entities and cannot be attached to squads.

TERRAIN, COVER

In *Warhammer® 40,000: Dawn of War™*, ground cover affects combat and movement. There are three kinds of ground cover:

- Light cover – slows movement, reduces effects of most weapons.
  Example: Brush.
- Heavy cover – acts like light cover but effects are greater.
  Example: Trees and heavy undergrowth provide more dense protection from enemy fire but are harder to walk through.
- Negative cover – Makes units more vulnerable to most weapons and slows movement.
  Example: Knee Deep river bed that slows your progress on the battlefield
- Some units can ignore terrain while moving. Units like the Eldar Warp Spiders can teleport short distances across the map.

CONTROL ZONES

Control Zones are established by a race when the HQ is positioned and further supported by Listening Posts planted on Strategic Points. All races use Control Zones and most buildings must be constructed within a Control Zone.

MORALE

In *Warhammer® 40,000: Dawn of War™*, weapons do damage to unit Morale as well as to unit Health. The Morale of units replenishes automatically over time, and can be boosted by unique, special abilities like the Sergeant's Rally ability or the Force Commander's Battlecry. Morale affects a unit or squad's ability to be effective in combat. When a squad's Morale is reduced to zero, the squad 'breaks', rendering it combat ineffective. When broken, squads do very little damage to their enemies. Broken squads get a movement speed bonus allowing the player to remove them from battle quickly. The player does not lose control of broken squads.

COMMANDS

All races have the same basic commands available to the user within the 'Unit Command Area' of the user interface. Each command has a hotkey combination associated with it, as indicated on the Command icon. Some units have special commands or abilities that will also appear in the 'Unit Command Area' of the game.

SPACE MARINES

Space Marines are the most powerful and dreaded of all the human warriors in the Warhammer® 40,000 universe. They are not truly human, but superhuman, having been made superior, in all respects, to normal men by a harsh regime of genetic and cybernetic modification, psycho-conditioning and rigorous training. Being few in number, Space Marines are organized into small independent armies called Chapters. Each Chapter is responsible for its own recruitment, training, equipment, organization and strategy. Their unswerving loyalty is to the God-Emperor and no other.

- Space Marines are elite, but generalist units. As good utilitarian units, they lack specialization in any particular combat scenario.
- Space Marines are the strongest long-range army in the game.
- They are generally good with their close combat abilities.
- They enjoy the best leaders and the best Morale.
- They sport anti-daemon weaponry.
- Space Marines are tough as nails, and skilled, but have a high cost and are fewer in number.
- They are extremely versatile and able to adjust on the fly to varying battle conditions.

NOTE ABOUT THE IMPERIAL GUARD

The Imperial Guard are human troops, drawn from over a million inhabited worlds that make up the Imperium, who fight for the Emperor on countless battlefields scattered throughout the vastness of space. However, in this battle, they are only controllable in certain Single-Player missions. Your Space Marines require your full attention for a victorious outcome.

SPACE MARINE BUILDINGS

Buildings must be placed within the Control Zone of a Strategic Point. The Control Zone is the area around a captured Strategic Point.

STRONGHOLD, MONASTERY AND FORTRESS MONASTERY

The basic headquarters of a Space Marine field-base, where servitors and Scout Marine Squads are requisitioned and Squad and Support Cap Research is acquired. Upgrade the Stronghold to a Monastery, and then a Fortress Monastery, to unlock improved vehicles, more powerful infantry, and advanced research in other Space Marine buildings.

LISTENING POST

Build a Listening Post on a captured Strategic Point or Relic to defend the point against aggressors. Upgrade the Post to add defenses (weapons and armor), increase Requisition rate, and allow the building of Skull Probes that are useful for scouting.

CHAPEL - BARRACKS

Build the Chapel-Barracks to allow building of Space Marine Squads and the Force Commander, as well as Frag Grenade Research. Additional units and research become available at the Chapel-Barracks as the Stronghold is upgraded.

ARMORY

Research into heavy weapons, accuracy improvements, and improved armor are available at the Armory.

MACHINE CULT

Vehicles can be built and vehicle capability improvements researched at the Machine Cult.

SACRED ARTIFACT

Other leader units (the Apothecary and Librarian) can be built and leader improvements researched at the Sacred Artifact.

ORBITAL RELAY

Building the Orbital Relay enables the use of Drop Pods to transport infantry to any point on the map. The Orbital Relay is a requirement for the Orbital Bombardment ability.

SPACE MARINE BUILDINGS CONTINUED

BOLTER TURRET/MISSILE TURRET

The Bolter Turret is a close range, unmanned weapon primarily used for defending territory against infantry. It is small and easily placed within a Control Zone. It can be upgraded to a Missile Turret to make it effective against vehicles

MINE FIELD

A Mine Field provides the first level of defense against an approaching enemy. Use Mine Fields to inflict damage and destruction on enemy units by planting them around your base.

SPACE MARINE ARMY UNITS

APOTHECARY

Role: Leader, Healer

Unit Type: Infantry, Attachable to squads

Weapons: Chainsword

Abilities: Narthecium (Healing)

Apothecaries are the Space Marine healers, who are essential to the continued combat effectiveness of a Space Marine chapter. Similar to the Librarian in role, the Apothecary is a common support unit with healing abilities.

ASSAULT MARINES

Role: Fast Attack, Anti-heavy weapons

Unit Type: Infantry Squad

Weapons: Chainsword and Bolt Pistol

Abilities: Capture, Jump Packs, Melta Bombs

Assault Marines utilize Jump Packs to get around the battlefield, quickly moving over terrain that would normally be impassible. Assault Marines are equipped for close combat, and while they generally can't outfight close combat specialists, they are deadly against standard troops, especially those carrying heavy weapons. Assault Marines can be upgraded with the Melta Bombs, an anti-vehicle weapon, making them effective hit-and-run vehicle killers.

FORCE COMMANDER (UNIQUE)

Role: HQ, Enhances Infantry

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Power Sword and Bolt Pistol, Plasma Pistol (Upgrade), Daemon Hammer

Abilities: Battlecry, Inspiring Aura, and Orbital Bombardment

The Force Commander is the leader of the Space Marine army and as such a tougher and stronger unit. While a versatile unit with a variety of abilities and weapons, he s focused on enhancing the troops under his command. The Force Commander is a unique unit, so there can only be one on the field at a time.

DREADNOUGHT & HELLFIRE DREADNOUGHT

Role: Infantry Support, Short-ranged Siege

Unit Type: Vehicle, Walker

Weapons: Assault Cannon (Upgrade), Missile Launcher (Upgrade) (Hellfire variant only), Twin-Linked Las Cannon (Upgrade), Dual Close Combat Weapons

The Dreadnought is a tough walking vehicle that can be armed in a variety of ways, and can perform a variety of different roles. Generally, it excels at destroying hard targets up close, like vehicles and buildings. The Hellfire Dreadnought carries missiles and is very potent in long-range combat.

LAND RAIDER

Role: Heavy Transport Unit, Anti-vehicle and Long-range siege

Unit Type: Vehicle, Heavy Tank

Weapons: 2 Twin-linked Lascannons and Twin-linked Heavy Bolters

Abilities: Machine Spirit, Transport Capacity

The pinnacle of mechanized power, the Land Raider is nearly impervious. It generates ludicrous amounts of firepower and can transport an entire squad of Tactical Space Marines or even Terminators! Its Machine Spirit ability allows it to withstand even greater punishment than normal for short periods of time.

LAND SPEEDER

Role: Fast Fire Support, Anti-infantry

Unit Type: Vehicle, Skimmer

Weapons: Storm Bolters, Twin-linked Assault Cannons

Abilities: Skimmer

Land Speeders are fast skimmers that, like Assault Marines, can ignore most terrain. Land Speeders carry heavy weapons that can provide fire support in a fight. Land Speeders are light vehicles, and will go down quickly when under fire, but are the fastest unit in the Space Marine army.

SPACE MARINE ARMY UNITS CONT.

LIBRARIAN (UNIQUE)

Role: HQ, Powerful Psyker

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Force Weapon and Bolt Pistol (default), Plasma Pistol (Upgrade)

Abilities: Word of the Emperor and Smite

The Librarian is a powerful psyker. Boasting a variety of powerful psychic abilities, they are effective at striking down enemies, banishing daemons, and protecting troops from psychic attacks. The Librarian is a unique unit, so there can only be one on the field at a time.

PREDATOR

Role: Heavy Fire Support, Anti-infantry or Anti-vehicle (long-range siege)

Unit Type: Vehicle, Tank

Weapons: Heavy Bolters and Autocannon (default), or Twin-linked Lascannons and Lascannons (upgrades)

Abilities: Smoke Launchers

The primary tank of the Space Marines, the Predator can be customized as an anti-tank or anti-troop vehicle, and is exceedingly effective at either role. Its primary use is as a fire support unit, forcing the enemy to deal with a multi-pronged threat of troops and vehicles.

RHINO

Role: Transport Unit

Unit Type: Vehicle, Light Tank

Weapons: None

Abilities: Smoke Launchers, Transport Capacity

The Rhino is a tough, reliable troop transport, able to get Tactical Marines or Scouts quickly into a fight. It can also launch a smoke screen to cover an army's advance.

SERGEANT

Role: Leader, Enhances infantry

Unit Type: Heavy Infantry, Unique Individual, Attachable to squads

Weapons: Sword and Bolt Pistol, Power Sword (Upgrade), Plasma Pistol (Upgrade), Power Fist (Upgrade)

Abilities: Detection, and Rally

Sergeants have strong Morale-improving abilities, and increase the Morale of squads they are attached to. They also inspire their troops to acts of bravery that cause them to be more effective in combat through their Rally ability. When a squad is selected, a Sergeant can be built by clicking on the Sergeant icon in the Squad Control Area.

SCOUT MARINE SQUADS

Role: Scout

Unit Type: Light Infantry Squad

Weapons: Knife and Bolt Pistol, Sniper Rifle (Upgrade), Plasma Rifle (Upgrade), and Flamer (Upgrade)

Abilities: Capture, Infiltrate, Detection, Frag Grenades, and Move through Cover

Scout Marine squads are light, fast troops with good sight distance, and can be used to secure Strategic Points. They can be upgraded with a variety of abilities, like Infiltrate, spot for artillery, and carry specialty weapons like the Sniper Rifle. Scouts' primary role is reconnaissance and infiltration, but they can also provide good support to core Space Marine squads, taking out key objectives before the fighting begins.

SPACE MARINE SQUADS

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Heavy Infantry Squad

Weapons: Knife and Bolter, Heavy Bolter (Upgrade), Missile Launcher (Upgrade), Plasma Rifle (Upgrade), and Flamer (Upgrade)

Abilities: Capture, and Frag Grenades

Tactical Marines are a tough and versatile troop unit. Heavily armed, armored, and highly skilled, they are the backbone of the Space Marine army. Space Marines' greatest strength is their versatility; they can be equipped with almost any weapon type, allowing them to be effective against standard troops, light vehicles, or even heavy tanks.

SPACE MARINE ARMY UNITS CONT.

SERVITOR

Role: Builder Unit

Unit Type: Light Infantry Unit

Weapons: None

Abilities: Repair

The Servitor is a cybernetic human that provides a utilitarian role for the Space Marines. It can assemble the pre-fabricated structures utilized by the Space Marines, lay down emplaced defenses like Mines, as well as perform repair or maintenance tasks.

TERMINATORS

Role: Elite troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Heavy Infantry Squad

Weapons: Power Fist and Storm Bolter
Assault Cannon (Upgrade), Heavy Flamer (Upgrade)
Thunder Hammer (Assault Terminator only), Storm Shield (Assault Terminator only)

Abilities: Capture, Minor Invulnerability, and Deep Strike

Terminators are some of the most experienced warriors in the Space Marine army and they wear the near-impregnable Terminator armor. While slower than standard troops, they can take a horrendous amount of punishment, and are equipped with powerful weaponry that makes them fearsome in both hand-to-hand and ranged combat. They can also be teleported into combat through the Deep Strike ability. Assault Terminators are specialized for close range combat.

WHIRLWIND

Role: Long Range Artillery, Anti-Infantry and High Morale Damage

Unit Type: Vehicle, Light Tank

Weapons: Missile Battery

Abilities: Blind Firing

The Whirlwind is a powerful artillery unit designed to demoralize and soften troop-based targets. Although relatively ineffective against structures, it is still a strong unit when it comes to breaking enemy defensive emplacements.

SPACE MARINE WEAPONS

ASSAULT CANNON

BOLT PISTOL/BOLTER/
STORM BOLTER

CHAINSWORD

DAEMONHAMMER

DREADNOUGHT
CLOSE-COMBAT
WEAPONS

FORCE WEAPON

FLAMER/HEAVY
FLAMER

HEAVY BOLTER

KNIFE

LASCANNON

MISSILE BATTERY

MISSILE LAUNCHER

PLASMA PISTOL/
PLASMA GUN

POWER FIST

POWER SWORD

SNIPER RIFLE

THUNDER HAMMER/
STORM SHIELD

CHAOS SPACE MARINES

At the birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war known as the Horus Heresy. Brother fought brother, and Mankind stood upon the very brink of extinction in this civil war.

Ten thousand years after their defeat, those same traitors still launch their Black Crusades out of the Eye of Terror, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor. Now and forever they had become Chaos Space Marines, despised and feared as traitors and heretics throughout the galaxy.

- The Armies of Chaos are elite and versatile. Like Space Marines, they are versatile, but don't excel in any particular role. They are elite because they are battle hardened.
- The Armies of Chaos takes advantage of the crafty nature of their orgins though the use of under-handed tactics such as infitrating their troops and surprising the enemy.
- They prefer mobs of units as cannon fodder, distractions, or for overwhelming tactics.
- They're a short-range, assault-oriented army but have strong long-range fire support.
- Elites units can be even more expensive and fewer in number than Space Marines.
- Daemons provide the most powerful single units in the game, drawing on the power of Chaos.
- Powerful and showy sorcery and corruption abilities are the hallmark of Chaos.
- Vulnerable to anti-Daemon and Imperial Faith-based abilities since that is the mainstay of their unique power.
- They are difficult and unpredictable force to manage, but powerful and satisfying.

Like Space Marines, Chaos Space Marines are one of the most elite fighting forces in the Warhammer® 40,000 universe. But Chaos Space Marines also draw on the power of the Warp and their hordes of beasts and followers to create a dangerously brutal and unpredictable fighting force. Chaos use their hordes of Cultists, sorcery abilities, and warp-spawned daemons to throw enemies off-guard and then finish them off with the cold, calculating brutality of Space Marines who've lived and fought for thousands of years.

MOB GROUPS

Chaos Space Marines are not the ordered militaristic group that loyalist Space Marines are. Rather, they are a war-hungry mob of voracious warriors and near-maniacal cult groups. They often rely on cheap, expendable troops to act as diversions or simply to overwhelm the enemy.

CHAOS SPACE MARINES

ASSAULT-ORIENTED

Chaos Space Marines and the daemons they rely on prefer to see their enemy die up close. As a result many of Chaos' forces are more proficient in assault than most armies. Units like Possessed Marines, the Bloodthirster, and the Chaos Lord are virtual close-combat powerhouses.

DAEMONS AND SORCERY

Chaos relies heavily on the Warp for their power. As a result they can summon powerful daemons directly onto the battlefield, a tactic that often takes the enemy completely by surprise. Greater Daemons that can devastate those who stand against them can possess their leaders, and their Chaos Sorcerers wield powerful sorcery that can corrupt the mind and destroy the flesh. The very presence of these entities can usurp and corrupt all those who stand against Chaos. However, these abilities come at a price. They are unpredictable. Summoning circles that contain daemonic powers can be destroyed, causing daemons to run amok. Spells can misfire and inflict damage. All these special abilities require a higher level of management to pull off. These are the cost of having the power of Chaos at your bidding.

CHAOS SPACE MARINE BUILDINGS

DESECRATED STRONGHOLD

This is the basic headquarters of a Chaos Space Marine base. Heretics and Cultists are requisitioned here. Squad and Support Cap Research are acquired here as well. Upgrade the Desecrated Stronghold to Desecrated Fortress and Unholy Monastery to make available vehicles, more infantry, and advanced research in other Chaos Marine buildings.

LISTENING POST

This unit functions in the same manner as the Space Marine Listening Post.

TEMPLE

The Temple allows the requisitioning of Chaos Space Marine Squads and the Chaos Lord. Additional units and research become available as the Desecrated Stronghold is upgraded.

ARMORY

Research into weapons, accuracy improvements, and improved armor are available at the Armory.

MACHINE PIT

Vehicles can be built and vehicle capability improvements researched at the Machine Pit.

SACRIFICIAL CIRCLE

Horror Squads, Possessed Marines, and other leader units can be built and leader improvements are researched at the Sacrificial Circle.

DAEMON PIT

The Bloodthirster is available from the Daemon Pit when a Relic is obtained.

OTHER

The Heretic can also build the Heavy Bolter Missile Turret and Mine Field as defensive measures for bases.

CHAOS SPACE MARINES

CHAOS SPACE MARINE ARMY UNITS

BLOODTHIRSTER (UNIQUE)

Role: It lives up to its name as a bloodthirsty daemon.

Unit Type: Greater Daemon

Weapons: Bloodthirster Axe

Abilities: Wing Clap, Foot Stomp, Furious Assault, Possession, Bloodlust, Daemon Wings, and Invulnerability

The Bloodthirster is a Greater Daemon, the ultimate incarnation of the power for the Chaos God known as Khorne. To enter our plane, the Bloodthirster possesses a worthy sacrificial unit, bursting forth in the form of a 30-foot tall winged daemon. Entire armies have met their death on its blades. The Bloodthirster exists to destroy the enemies of Chaos, and takes damage whenever it is not in combat, eventually disappearing from our plane if its thirst for destruction cannot be satiated.

ASPIRING CHAMPION

Role: Leader, Enhances infantry

Unit Type: Infantry

Weapons: Chainsword and Bolt Pistol, Power Sword (Upgrade), Plasma Pistol (Upgrade), Power Fist (Upgrade)

Abilities: Detection, Furious Charge, Infiltrate, Move Through Cover, Tankhunters, Siege Specialist

Aspiring Champions enhance the combat or firepower of a Chaos squad with the unique weaponry they carry. When upgraded with abilities that are conveyed to their entire squad, they are an excellent at customizing individual squads.

CULTISTS

Role: Scout

Unit Type: Light Infantry Squad

Weapons: Knife and Laspistol, Plasma Gun (Upgrade), and Grenade Launcher (Upgrade)

Abilities: Capture, Infiltrate, Move through Cover

As the workhorses of the Chaos army, Cultists are cheap, numerous, and expendable. They're also weak and of little use other than as a distraction. Cultists can, however, be trained for specialist tasks like Infiltration.

DEFILER

Role: Infantry Support, Long-Ranged Siege

Unit Type: Vehicle, Walker

Weapons: Autocannon, Heavy Flamer, Dual Close-Combat Weapons, and Battlecannon

Abilities: Blind Firing

A mechanized walking nightmare, the Defiler's primary role is as a mobile siege tank. Its Battle Cannon can bash down almost any defensive structure, or be fired indirectly to damage and demoralize enemy forces.

HERETIC

Role: Builder Unit

Unit Type: Light Infantry Unit

Weapons: None

Abilities: Repair, Forced Labor

Heretics are good for little more than manual labor; Chaos Space Marines put these wretches to work doing everything from constructing field bases, laying down defenses, as well as performing repair and maintenance tasks. If Forced Labor is selected, the Heretic will work harder, but will slowly lose health.

HORROR SQUAD

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Daemon Pack

Weapons: Daemon Fire, Claws

Abilities: Summoned, Minor Invulnerability, and Unstable

Horror Squad are warp-spawned daemons that can immolate enemy infantry with daemonic fire. They're short-ranged but resilient units that are summoned into battle to surprise the enemy. As summoned units they are inherently unstable, so Morale damage will potentially banish them back to the Warp.

CHAOS LORD (UNIQUE)

Role: HQ, Powerful Character

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Manreaper and Bolt Pistol (default), Plasma Pistol (Upgrade)

Abilities: Daemon Strength, Symbol of Chaos, and Commander

The Chaos Lord is the main leader of the Chaos army. A highly skilled and versatile unit, he can be equipped with a variety of abilities, primarily focused around Chaos gifts that enhance his physical characteristics and demoralize the enemy. The Chaos Lord is a unique unit, so there can only be one on the field at a time.

CHAOS SPACE MARINES

CHAOS SPACE MARINE ARMY UNITS CONT.

CHAOS SPACE MARINES

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Infantry Squad

Weapons: Knife and Bolter, Heavy Bolter (Upgrade), Missile Launcher (Upgrade), Plasma Gun (Upgrade), and Flamer (Upgrade)

Abilities: Capture, Infiltrate, Grenades

As a tough and versatile unit, they are heavily armed, armored, and highly skilled. While similar to loyalist Space Marines, they lack the trust and faith of loyalist Space Marines, resulting in lower Morale.

OBLITERATORS

Role: Elite troops, Versatile

Unit Type: Heavy Infantry Squad

Weapons: Power Fist, Autocannon, Heavy Bolter, Missile Launcher, Lascannon, Twin-linked Plasma Gun, Flamer

Abilities: Capture, Obliterator Weapons, Slow and Purposeful, Minor Invulnerability, and Deep Strike

Fused with their armor and charged with daemonic energies, these leviathans form a variety of different weapon types to deal with any who stand against them. Ungodly tough and able to generate enormous amounts of firepower, they are also plodding and slow. Although too big to be easily transported, they can be teleported. They are armed with a wide array of weaponry, making them effective against any target type.

POSSESSED SQUAD

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Infantry Squad

Weapons: Daemonic Talons

Abilities: Capture, Fearsome, and Minor Invulnerability

Possessed Squad have been possessed and mutated by daemons and their proximity to the Warp. They are close combat monsters, able to use their daemonic talons and strength to literally rip enemies limb-from-limb.

CHAOS PREDATOR

Role: Heavy Fire Support, Anti-infantry or Anti-vehicle (long-range siege)

Unit Type: Vehicle, Tank

Weapons: Heavy Bolters and Autocannon (default), or Twin-linked Lascannons and Lascannons

Abilities: None

The primary tank of the Chaos Space Marines, the Predator can be customized as an anti-tank or anti-troop vehicle, and is exceedingly effective at either role. Its primary use is as a fire support unit, forcing the enemy to deal with a multi-pronged threat of troops and vehicles.

RAPTOR SQUAD

Role: Fast Attack, Anti-heavy weapons (can be upgraded to Anti-vehicle weapons)

Unit Type: Infantry Squad

Weapons: Chainsword and Bolt Pistol, Plasma Gun (Upgrade), Flamer (Upgrade)

Abilities: Capture, Jump packs, Frag Grenades, and Speed Fiends

The Raptor Squad utilizes jump packs to move around the battlefield quickly. Equipped for close combat, they generally can't outfight close combat specialists, but are deadly against standard troops. Upgraded Raptors are effective hit-and-run vehicle killers.

CHAOS RHINO

Role: Transport Unit

Unit Type: Vehicle, Light Tank

Weapons: None

Abilities: Smoke Launchers, Transport Capacity

The Chaos Rhino is a tough, reliable troop transport, able to get troops quickly into a fight. It can provide a smoke screen to cover an army's advance. It cannot carry Obliterators.

CHAOS SORCERER (UNIQUE)

Role: Headquarters, Powerful Psyker

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Bedlam Staff and Bolt Pistol (default), Plasma Pistol (Upgrade)

Abilities: Doombolt, Chains of Torment, Corruption, and Minor Invulnerability

Chaos Sorcerers are powerful entities able to focus the very substance of the Warp. The Chaos Sorcerer is the primary 'psyker' for the Chaos army. The Chaos Sorcerer's abilities are focused on combat and debilitating enemy units. The Chaos Sorcerer is a leader (unique) unit, so there can only be one on the field at a time.

CHAOS SPACE MARINE WEAPONS

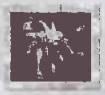
The Chaos Space Marines pack a signficant punch when coupled with their array of close range and long range weapons.

AUTOCANNON

BATTLECANNON

BLOODTHIRSTER AXE

BOLT PISTOL/BOLTER



CLAWS (HORROR)

DAEMON FIRE

DEFILER CLOSE-COMBAT WEAPONS

FLAMER/
HEAVY FLAMER

POWER FIST

GRENADE LAUNCHER

HEAVY BOLTER

KNIFE

LASCANNON

LASPISTOL

MANREAPER

MISSILE LAUNCHER

PLASMA PISTOL/
PLASMA GUN

BEDLAM STAFF

CHAIN SWORD

POWER SWORD

DAEMONIC TALONS

ORKS

Orks are the most widespread and warlike race of aliens in the bloodstained galaxy of the 41st millenium. They only live for one thing, and that's war. They are constantly fighting anything that gets in the way, even if it's other Orks! In fact, the only thing keeping the Orks from uniting and bringing about the end of the galaxy is their inability to get along. If they were to organize and unify, they would quickly overwhelm and crush all opposition.

The basic Ork is a muscle-bound, hulking monster capable of ripping a man apart with its bare hands. Their battle-scarred green skin is tough and highly resistant to pain. In combat they can transform even the most common object into a lethal killing instrument. Orks aren't the brightest creatures in the galaxy, but they do possess a certain animalistic cunning that can catch an overconfident commander off guard.

In a word, the Orks are built for war.

- Orks tend to be plentiful, an overwhelming mob of tough infantry.
- They are very close combat-oriented, and very tough, but sport low armor and little resistance to damage.
- They are cheap, quickly produced units leading them to attempt to overwhelm the enemy in tough battles.
- Their terrible aim makes for bad firepower unless it is leveraged en masse.
- Low Morale individually, but immune to Morale in large groups.
- Excellent artillery support for troops, and lots of mobile firepower.
- Have some exceptionally fast, but fragile units.
- The anti-micromanagement force. Everything done en masse. Not much strategic thinking at play in their war efforts.
- Comedic force. A lot of stuff breaks or reacts unexpectedly.

Orks are a brutal war-like race that lives for war. They love nothing more than a fight, regardless of who is the opponent. They're addicted to speed, loud noises, gunfire, the feel of a good axe in their hand and the satisfaction in being the toughest thing around. While they do not long for higher goals than being the meanest, most ornery creatures in the universe, they do have a certain cunning that makes them dangerous on the battlefield. Generally, though, they utilize scavenged technology and count on sheer weight of numbers to win most fights.

ORK BUILDINGS

SETTLEMENT

The headquarters of an Ork base, where Gretchin and Slugga Boy Squads are built. Upgrade to the Orky Fort to make available vehicles, more infantry and leaders, and advanced research in other buildings.

DA LISTENIN' POST

Build Da Listenin' Post on a captured Strategic Point to increase the amount of Requisition gained from holding the point. Upgrade Da Listening' Post to add defenses and increase Requisition rates.

WAAAGH! BANNER

The Waaagh! Banner increases the Ork Research and Ork Cap. Build more to get the ability to order more Orks and enable construction of advanced buildings and units.

DA BOYZ HUT

Build Da Boyz Hut near a Settlement to access Slugga Boy and other infantry squads and carry out Stikk Bomb Research. Additional units and research become available as the Ork power increases.

PILE O GUNZ

Research into weapons, accuracy improvements, and improved armor.

DA MEK SHOP

Vehicles can be requisitioned and vehicle capability improvements researched at Da Mek Shop.

ORK ARMY UNITS

MAD DOK

Role: Healer

Unit Type: Infantry, Attachable to squads

Weapons: Injector and Slugga

Abilities: Dok's Tools (Healing), Fightin' Juice, Detection

Mad Doks are those Orks ingrained with the natural ability to heal their fellow Orks. They also get a great deal of joy out of experimenting on their fellow Orks, making their attentions a mixed blessing. They can 'juice up' their fellow Orks with "Fightin' Juice" to make them near impervious to damage.

BOYZ (CHOPPA BOYZ, SHOOTA BOYZ)

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Infantry Squad

Weapons: Choppa and Slugga or Shoota and Ork Knife. Big Shoota (Upgrade), Burna (Upgrade), Rokkit Launcha (Upgrade)

Abilities: Capture, Stikkbombs

Boyz are the standard Ork unit and the mainstay of the Ork army. They are resilient, inexpensive troops that excel at close combat, and depending on their weapons, ranged combat as well. The two common variants are Choppa Boyz and Shoota Boyz. Choppa Boyz are equipped for close combat and is the standard shock troop for Orks. Shoota Boyz are equipped with larger versions of the Slugga and can lay down a lot more fire, making them excellent defensive troops.

GRETCHIN (A.K.A. GROTS)

Role: Builder, Helper, Scout

Unit Type: Light Infantry Squad

Weapons: Grot Knife and Grot Blasta

Abilities: Infiltrate, Slippery, Assistant, Repair, and Mine Clearers

Gretchin are near the very bottom of the Ork totem pole. They are small, runty, goblin-like Orks that maintain Ork society. While small, they tend to be very clever, and can learn a large variety of tasks. While relatively ineffective in combat, their broad variety of abilities makes them a cornerstone Ork unit. As units, they move and fight in pairs.

KILLA KAN

Role: Infantry Support, Short-ranged Siege

Unit Type: Vehicle, Walker

Weapons: Big Shoota, Rokkit Launcha

Abilities: Breakdown, Extra Armor

The Killa Kan is a tough walking vehicle that serves a primary role as troop support. Its primary role is to utterly crush anything that gets close to it. It excels at destroying hard targets up close, like vehicles and buildings.

ORK ARMY UNITS CONT.

LOOTED LEMAN RUSS

Role: Heavy Fire Support, Anti-infantry or Anti-vehicle (long-range siege)

Unit Type: Vehicle, Tank

Weapons: Heavy Bolters and Battlecannon

Abilities: Breakdown

The Leman Russ is the Imperium's most formidable artillery tank, and easily the most powerful ordnance in the game, able to bust defenses, vehicles, structures, pretty much anything in range. Looted from the battlefield, converted for use by Big Meks, and adorned with the proper Orky decorations, the Looted Leman Russ is a formidable tool in the hands of the Orks.

BIG MEK (UNIQUE)

Role: HQ, Enhances Infantry

Unit Type: Heavy Infantry, Unique Individual, Attachable to squads

Weapons: Power Klaw and Slugga (Default), Mega Blasta (Upgrade)

Abilities: Ork Leader, Super Stikkbombs, Tank Zappa, Repair Kustom Force Field and Kustome Tellyporta abilities

Big Meks are Orks who have become particularly large and powerful, and are skilled with technology. The Big Mek uses technology to enhance their power and the effectiveness of the Boyz. His powerful Mega Blasta is a dangerous ranged weapon able to melt almost anything. The Big Mek is a unique unit, so there can only be one on the field at a time.

NOB LEADER

Role: Leader, Enhances infantry

Unit Type: Heavy Infantry

Weapons: Choppa and Slugga, Power Klaw (Upgrade)

Abilities: Big and Tuff

Nob leaders can improve the Morale of most infantry units as well as add a little extra punch to their attack. Nobz are much bigger and more powerful than regular Orks, and can be outfitted with Power Klaws, strong weapons that will slice through vehicles and infantry alike. When a squad is selected, a Nob Leader can be built by clicking on the Nob Leader icon in the Squad Control Area.

NOB SQUADZ

Role: Elite Close Combat Troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Heavy Infantry Squad

Weapons: Choppa and Slugga, Power Klaw (Upgrade)

Abilities: Capture, Big and Tuff, Eavy Armor, Stikkbombs

Nobz are experienced units that stand much taller and have greater strength than the standard Ork. Occasionally Nobz will gather in groups and rampage across the battlefield. So certain are Nob squadz in their abilities that they're near impervious to Morale damage.

STORMBOYZ

Role: Fast Attack Close Combat, Anti-heavy weapons

Unit Type: Infantry Squad

Weapons: Choppa and Slugga

Abilities: Capture, Jump packs, Turbo Boost, Stikkbombs

Stormboyz strap fuel-filled missiles to their backs, utilizing them as jump packs to blast around the battlefield quickly, avoiding terrain that is normally impassable. Stormboyz are equipped for close combat with the standard Ork Choppa and Slugga. Their low armor makes them poor troops to make a solo frontal assault, but they're excellent hit-and-run troops.

SQUIGGOTH

Role: Heavy Transport Unit, Infantry Support, Siege

Unit Type: Monstrous Creature

Weapons: 2 Twin-linked Big Shootas, Zzap Gun

Abilities: Trample, Unbearable Roar, Extra Armor, Transport Capacity

Enormous creatures bred by Orks as a source of food and sport, the Squiggoth's large, dangerous, stompy nature has caused Orks to utilize them in a combat role. Laden with guns, Orks, and a bad disposition, these giants trample everything in their way.

TANKBUSTAS

Role: Basic troops, Anti-vehicle and structures

Unit Type: Infantry Squad

Weapons: Stikkbomb (used as close-combat weapon) and Slugga, Rokkit Launcha (Upgrade)

Abilities: Capture, Tankbusters, Stikkbombs, and Tankbusta Bombs

Tankbustas are those Orks fortunate enough to have survived battles against large vehicles and lived to tell the tale. They've learned to find the 'weak spots' of most vehicles, and therefore can use their heavy weaponry to greater effect.

ORK ARMY UNITS CONT.

WARTRUKK

Role: Transport Unit

Unit Type: Light Vehicle

Weapons: Big Shoota

Abilities: Breakdown, Turbo Boost, Extra Armor, and Transport Capacity

The Wartrukk is an extremely fast, light troop transport, able to get small squads of Orks where they need to be quickly.

WARBOSS (UNIQUE)

Role: HQ, Enhances Infantry

Unit Type: Heavy Infantry, Unique Individual, Attachable to squads

Weapons: Power Klaw and Shoota (Default), Kustom Shoota (Upgrade)

Abilities: Ork Leader, Eavy Armor, Power of the Waaagh!, Big and Tuff, Furious Assault, and Minor Invulnerability

The Ork Warboss leads an Ork army and is one of the most powerful units. Unlike other armies who have their commander at the beginning of the game, the Ork Warboss won't show up until the fight gets interesting. When enough Boyz have amassed at a location, the Warboss then shows up to push them around and lead the pack to battle. The Warboss is a unique unit, so there can only be one on the field at a time.

WARTRAK

Role: Fast Fire Support

Unit Type: Light Vehicle

Weapons: Twin-linked Big Shootas, Twin-linked Rokkits, Bomb Chucka, Zzap Gun

Abilities: Breakdown, Turbo Boost, Extra Armor

Orks are excellent utilitarian mechanics, and so are adept at creating crude but functional fighting machines. The Ork Wartrak is a support unit that zips around the battlefield, raining lead, bombs, or electrical discharges at the enemy. While delicate, these vehicles are fast and can dispense a fair amount of damage.

ORK WEAPONS

The Ork armies use both Ranged and Close-Combat weapons in their battles.

BATTLECANNON

CHOPPA

BOMB CHUCKA

BURNA

GRETCHIN (GROT) BLASTA

GRETCHIN (GROT) KNIFE

KILLA KAN CLOSE-COMBAT WEAPONS

ORK KNIFE

POWER KLAW

KUSTOM SHOOTA

MEGA-BLASTA

ROKKIT LAUNCHA

BIG SHOOTA

SLUGGA/SHOOTA

SQUIGGOTH GORE

ZZAP! GUN

ELDAR

"Trust not in their appearance for the Eldar are as utterly alien to good, honest men as the vile Tyranids and savage Orks. They are capricious and fickle, attacking without cause or warning. There is no understanding them for there is nothing to understand - they are a random force in the universe." - *Imperial Commander Abrie*

The Eldar are an incredibly ancient alien race, which once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar fell from power. Though they are now few in number, the Eldar are one of the most technologically advanced races in the galaxy. An Eldar army is unique in that almost every squad in the force is specialized in some way. The Eldar are powerful psykers whose Warlocks and Farseers use their mental abilities to sway the battle in their favor. The intentions of the enigmatic Eldar are as unreadable and unpredictable as their battle tactics, but only a fool would ignore any warnings of doom they may foretell.

- The Eldar favor elite, specialist units. Most units are really good at one type of combat, but ineffective at all other things.
- They enjoy extremely high firepower. Specialist units enjoy long range as well.
- They have tremendous assault ability among their specialized assault troops. But, generally Eldar are very weak at assaults.
- Eldar have naturally excellent leaders with special abilities, but with average Morale.
- Although most elder troops are very fragile, they're acquired with a lower cost.
- Fairly rigid tactics are the hallmark of their armies. They are generally unable to adequately adjust on the fly and in the heat of battle.
- The Eldar have the most abilities of any race, in particular the ability to teleport, and therefore require additional attention when played.
- They enjoy the fastest heavily-armed vehicles in the game.

The Eldar have a rigid caste system that makes for a lot of specialist troops. The generalist troop they do have has a relatively weak stat line, making up for it only with tons of short-range firepower and large squad size. Eldar are extremely well equipped, with each specialist unit having its own unique weapons, armor, and special equipment. Due to their fragility and high degree of specialization, the Eldar must rely on their speed to get their troops into the right place. The Eldar are best served by luring the enemy into position and striking from multiple directions with a combined force of vehicles and troops.

ELDAR BUILDINGS

WEBWAY ASSEMBLY

The headquarters of an Eldar base, where Bonesingers, Guardian Squads, and Warlocks are summoned and Research is performed.

ELDAR BUILDINGS CONT.

LISTENING SHRINE

Build the Shrine on a captured Strategic Point to increase the amount of Requisition gained by holding the point. Upgrade the Shrine to add defenses and increase requisition rates.

ASPECT PORTAL

The Aspect Portal allows building of the Ranger Squad and Farseer, as well as Haywire Grenades and other Research. Further units and research become available as the Soul Shrine and Support Portal are constructed.

WEBWAY GATE

The Webway Gate allows teleportation of units and building of Grav Platforms. It also increases the Eldar Squad Cap and Support Cap.

SOUL SHRINE

This building allows research of unit capabilities.

SUPPORT PORTAL

The Support Portal provides requisitioning of the Falcon Grav Tank and other advanced vehicles. Vehicle capability improvements can also be researched here.

OTHER

The Bonesinger can also build the **Mine Field** and **Support Platform**. The Support Platform is a stationary version of the Grav Platform (see Eldar Army Units) but with more powerful weapons.

ELDAR ARMY UNITS

A note on Exarchs. Some of the Eldar squad types have 'Exarch' variants. Generally, Exarchs are more experienced in battle and have more powerful weapons and abilities.

FARSEER (UNIQUE)

Role: HQ, Powerful psyker

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Shuriken Pistol and Witchblade

Abilities: Psychic Storm, Guide, Mind War, and Eldritch Storm

The Farseer is a potent Psyker that commands awesome mental powers and leads the Eldar into battle. The Farseer will have a variety of potent mental powers to call on, and is the primary 'psyker' unit for the Eldar.

AVATAR OF KHAINE (UNIQUE)

Role: Walking Embodiment of a God

Unit Type: Daemon

Weapons: The Wailing Doom

Abilities: Fearsome, Inspiring, Fearless, To War!, and Invulnerability

The Avatar of Khaine is the living embodiment of the Eldar God of War, Kaela Mensha Khaine. He is fiercely powerful in close combat, and can absorb massive amounts of firepower. The Avatar is a unique unit, thus only one of these mighty creatures can be on the battlefield at a time.

WARLOCK, SEER COUNCIL

Role: HQ, Psyker, Infantry Support

Unit Type: Infantry, Attachable to squads

Weapons: Shuriken Pistol and Sword (default), Power Sword (Upgrade), Witchblade (Upgrade)

Abilities: Conceal, Destructor, Embolden and Entanglement

Warlocks are the secondary Psykers for the Eldar force, and serve multiple roles. They guard the Farseer, head up squads of troops, or even act on their own, but as less powerful versions of a Farseer. Warlock's primary function is to enhance the troops they are attached to, leading them into battle and protecting them from harm using their powerful psychic abilities. The Seer Council, which is a squad of Warlocks, can be built at the Webway Assembly.

ELDAR ARMY UNITS CONT.

BONESINGER

Role: Builder, Support Psyker

Unit Type: Infantry

Weapons: Sword

Abilities: Wraithtomb

Bonesingers can grow and shape Wraithbone, the substance used by the Eldar to build structures, weapons, and other objects. They are the unit responsible for constructing all Eldar buildings.

GUARDIANS

Role: Basic Troops

Unit Type: Light Infantry Squad

Weapons: Shuriken Catapult, Knife

Abilities: Capture, Plasma Grenades

Guardians are the first troops available to the Eldar, and are the closest thing the Eldar have to a generalist unit. While they are fragile, they are effective in large numbers. Their usefulness comes in their highly effective close range firepower, speed, and sheer numbers.

RANGERS

Role: Scout, Troop Support

Unit Type: Light Infantry Squad

Weapons: Knife, Ranger Long Rifle

Abilities: Capture, Cameleoline Cloaks, Move through Cover

Rangers are highly effective scouts and specialist killers. With their extreme range and powerful Long Rifle, Rangers can eliminate enemy troops from a great distance. Their Cameleoline Cloaks make them nearly invisible to all attackers more than a few yards away.

HOWLING BANSHEES

Role: Elite troops, Close Combat Specialists

Unit Type: Infantry Squad

Weapons: Shuriken Pistol and Power Sword, Executioner (Exarch)

Abilities: Capture, Banshee Mask

Exarch: Howling Banshee Exarch

Exarch Abilities: War Shout

Howling Banshees are the melee specialists for the Eldar. They have the speed of the Eldar combined with an energy weapon that can carve through even the toughest of Space Marine power armor. On the downside, Banshees share the Eldar fragility, but with their unnatural speed and agility, and stunning effects of their banshee masks, a blow rarely lands against them. The Exarchs can be upgraded to be armed with the powerful Executioner close-combat weapon.

WARP SPIDERS

Role: Fast Ranged Unit, Anti-infantry (upgrades make them good against vehicles)

Unit Type: Infantry Squad

Weapons: Deathspinner, Dual Deathspinners (Exarch)

Abilities: Capture, Warp Jump Generators, Haywire Grenades

Exarch: Warp Spider Exarch

Exarch Abilities: Surprise Assault, Haywire Bombs

Warp Spiders have the ability to fade in and out of the Warp, allowing them to teleport short distances around the map. This means the enemy never knows from which direction they will strike, and allows them to teleport in, do their damage, and teleport back out without taking hits of their own. The Exarchs are armed with more powerful Deathspinner weapons.

DARK REAPERS

Role: Heavy Support, Anti-infantry

Unit Type: Heavy Infantry Squad

Weapons: Reaper Launcher, Shuriken Cannon

Abilities: Capture

Exarch: Dark Reaper Exarch

Dark Reapers carry the feared Reaper Launcher, and can lay down an amazing amount of heavy firepower from a great distance. They have a long setup time, so if forced to move they can be rendered ineffective. However, if set up in a good location, Dark Reapers can tear apart squads of troops, even those as heavily armored as Terminators or light vehicles. Dark Reapers are poor close combat troops. The Exarchs are armed with the powerful long-ranged Shuriken Cannon.

ELDAR ARMY UNITS CONT.

VYPER

Role: Fast Fire Support, Versatile depending on weapon selection

Unit Type: Vehicle, Light Skimmer

Weapons: Shuriken Cannon, Eldar Missile Launcher

Abilities: Skimmer

The Vyper's main weapon is its speed and maneuverability. Able to skim over cover without slowing down, the Vyper is able to cross the map quickly, and to take advantage of blocking terrain to maximize firepower. Vypers can easily withstand light fire; though moderately heavy fire will bring them down in short order.

WRAITHLORD

Role: Infantry Support, Short-ranged Siege

Unit Type: Vehicle, Walker

Weapons: Starcannon, Bright Lance (Upgrade), Heavy Flamers, Dual Close-Combat Weapons

Abilities: Fearless

Striding confidently across the battlefield, the Wraithlord is a powerful living machine, fueled by the soul of a dead Eldar warrior. Wraithlords pack impressive firepower, and can carve through troops in close combat. More resilient than the Ork or Marine Dreadnought, Wraithlords offset the general fragility of the Eldar. Wraithlords can be given a wide variety of heavy weapons, and suffer no penalty to accuracy for moving and firing.

FIRE PRISM

Role: Heavy Fire Support, Anti-vehicle (long-range siege)

Unit Type: Vehicle, Skimmer

Weapons: Prism Cannon, Twin-linked Shuriken Catapult

Abilities: Skimmer

Fire Prisms are some of the heaviest anti-gravity platforms in the Eldar arsenal. Slightly less armored than Space Marine tanks, the Fire Prism makes up for this with enormous speed and firepower. The Prism Cannon is one of the best attacks Eldar can field against enemy defenses or structures.

FALCON GRAV TANK

Role: Transport Unit, Fire Support

Unit Type: Vehicle, Skimmer

Weapons: Twin-linked Shuriken Catapult, Starcannon (Upgrade), Bright Lance (Upgrade)

Abilities: Skimmer

The Falcon is a transport unit. It does away with heavy armaments of the Fire Prism in exchange for internal room in which to carry troops. With its fast speed and anti-infantry Shuriken Cannons, the Falcon is a potent transport, capable of quickly getting troops to the right place, and giving them some fire support once they get there.

GRAV PLATFORM

Role: Fire Support, Versatile (depending on weapon selection)

Unit Type: Weapon Platform

Weapons: Twin-linked Starcannon, D-Cannon

Abilities: Gravitic Booster

Grav Platforms hold powerful support weapons, and act as semi-mobile turrets for the Eldar. They can be upgraded with a Gravitic Booster, which allows them to move at the same speed as basic troops and perform more as mobile fire support.

ELDAR WEAPONS

The Eldar sport a broad assortment of powerful close range and long range weapons.

BRIGHT LANCE

D-CANNON

DEATH SPINNER/
DUAL DEATH SPINNER

ELDAR MISSILE
LAUNCHER

HEAVY FLAMER

PRISM CANNON

RANGER LONG RIFLE

REAPER LAUNCHER

SCATTER LASER

SHURIKEN PISTOL/
SHURIKEN CATAPULT/
SHURIKEN CANNON

STARCANNON

KNIFE

POWER SWORD

SWORD

THE WAILING DOOM

WITCHBLADE

WRAITHLORD CLOSE-
COMBAT WEAPONS

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QUICKSTART SUOMEKSI
PÄÄSTÄKSESI ALKUUN

ASENNUS

Aseta *Warhammer® 40,000: Dawn of War™* -pelin CD-ROM Disc One (CD-levy no. 1) tietokoneesi CD-asemaan. Kun näyttöön avautuu Start-Up (Aloitus) -näkymä, napsauta painiketta **Install** (Asenna) ja noudata näytön ohjeita.

Jos Start-Up (Aloitus) -näkymä ei avaudu näyttöön, kaksoisnapsauta työpöydän Oma tietokone -kuvaketta. Kaksoisnapsauta sitten CD-asemaa, joka sisältää Dawn of War -CD-levyn. Etsi Setup.exe-tiedosto ja kaksoisnapsauta sitä. Start (Käynnistys) -ikkuna avautuu näyttöön. Napsauta **Install** (Asenna) -painiketta ja noudata näytön ohjeita.

SYÖTÄ TUNNISTENUMERO

Syötä pyydettäessä ohjekirjan takakanteen merkitty yksilöivä tunnistenumero. Tunnistenumeron on oltava oikea, jotta asennus voidaan suorittaa loppuun ja voit pelata peliä.

Pidä tunnistenumerosi salassa. Älä luovuta sitä kenellekään tai anna kenenkään käyttää sitä. Säilytä pelin CD-koteloa turvallisessa paikassa. Sitä tarvitaan, jos peli on jostakin syystä asennettava uudelleen.

PÄIVITYKSET JA KORJAUKSET

Ennen kuin aloitat pelaamisen, käy *Warhammer® 40,000: Dawn of War™* -pelin Internet-sivuilla osoitteessa http://www.dawnofwargame.com tai osoitteessa www.thq.com/support katsomassa, onko peliin tehty päivityksiä tai korjauksia. Huomaa, että päivitykset ja korjaukset saattavat latautua ja tulla voimaan automaattisesti, kun kirjaudut sisään Online-peliin.

DIRECTX 9.0b -LISÄOSA VAADITAAN

Tarvitset Direct X -lisäosan version 9.0b (löytyy asennus-CD-levyltä) tai uudemman, jotta voit pelata *Warhammer® 40,000: Dawn of War™* -tietokonepeliä.

VIANMÄÄRITYS

CD-levyn Readme.txt-tiedosto sisältää uusimmat ohjeet vianmäärityksestä ja teknisestä tuesta.

PELAAMINEN

PLAYER PROFILES (PELAAJAPROFIILIT)

-valikossa voit perustaa uusia pelaajaprofiileja moninpeliä varten. Kuhunkin profiiliin tallennetaan käyttäjän tekemät valinnat, esimerkiksi mukautusasetukset, pelin asetukset käyttäjän määritykset. Tässä valikossa voit myös seurata yksinpelin etenemistä.

Käytössä oleva Player Profile (Pelaajaprofiili) näkyy Main-valikossa. Voit luoda uusia pelaajaprofiileja tai vaihtaa käytössä olevaa pelaajaprofiilia napsauttamalla profiilin nim

MAIN MENU (PÄÄVALIKKO)

Päävalikossa voit aloittaa uuden yksinpelin tai moninpelin, käynnistää opetusohjelman t muuttaa pelin asetuksia. Voit tuoda Main Menu -valikon näyttöön pelin aikana painamall näppäimistön F10-painiketta.

- Kun haluat käynnistää Tutorial-opetusohjelman tai Single-Player Campaign (Yksinpe kampanja) -pelin, napsauta Main Menu -valikon Single Player Campaign -painiketta
- Kun haluat pelata Single Player Skirmish (Yksinpeli: yhteenotto) -peliä, napsauta Skirmish (Taistelu) -painiketta.
- Kun haluat pelata pelin LAN-versiota paikallisverkossa tai Online-versiota GameSpy®-palvelun avulla, napsauta Multiplayer (Moninpeli) -painiketta.
- Voit muuttaa pelin asetuksia Game Options Menu (Pelin asetukset) -valikossa.
- Napsauta Army Painteria mukauttaaksesi yksikköjen ulkonäköä.

SINGLE PLAYER CAMPAIGN (YKSINPELI: KAMPANJA)

Kun valitset *Warhammer® 40,000: Dawn of War™* Single-Player Campaign -pelin, pääset johtamaan Blood Ravens -joukkuetta heidän yrityksessään pelastaa Tartarus-planeetta.

SKIRMISH (YHTEENOTTO)

Skirmishin avulla voit osallistua taisteluun moninpelikentällä tietokoneen ohjaamia vastustajia vastaan.

ONLINE-PELI

Main Menu (Päävalikko) –valikosta voit valita seuraavat asetukset Online-moninpeliä varten:

- **LAN** – Isännöi peliä tai liity peliin lähiverkon kautta.
- **Online** – Isännöi peliä tai osallistu siihen Dawn of War –moninpelin odotustilan kaut Odotustilassa voi hyödyntää erilaisia moninpelin ominaisuuksia, kuten automaattine sopivan vastustajan etsintä ja ranking-listat.
- **Direct Host** – Voit isännöidä peliä suoran yhteyden kautta (eli ei LAN-verkon yli).
- **Direct Connect** – Voit liittyä peliin suoran yhteyden kautta (eli ei LAN-verkon yli).

PELAAMINEN

GAME OPTIONS (PELIN ASETUKSET)

SOUND (ÄÄNET)

Voit muuttaa äänivalintoja, esimerkiksi äänenvoimakkuuden tasoja, hahmojen puheen voimakkuutta ja musiikin voimakkuutta.

GRAPHICS (KUVA)

Voit muuttaa kuva-asetuksia, esimerkiksi näytön resoluutiota, pikkutarkkuuden tasoja ja yksityiskohtien määrää.

CONTROLS (OHJAIMET)

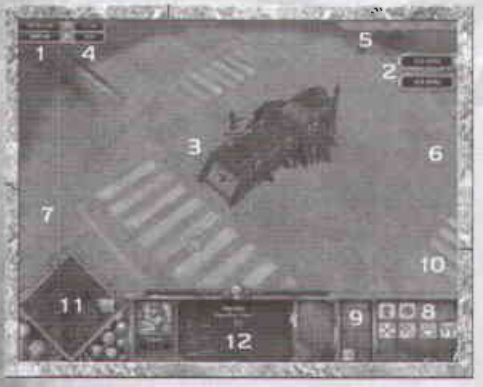
Voit muuttaa asetuksia, eli esimerkiksi ottaa käyttöön tai poistaa käytöstä veren näkymisen pelissä tai muuttaa hiiren vieritysnopeutta.

HUOMAA: Lisätietoja pikanäppäinten määrityksestä on readme.txt-tiedostossa. Tässä käyttöoppaassa viitataan aina hiiren ja näppäimistön OLETUSasetuksiin.

ARMY PAINTER (YKSIKÖN MUOKKAUS)

Voit muokata yksiköiden ulkoasua pelatessasi Online-peliä. Voit määrittää armeijasi ulkomuodon mieleiseksesi valitsemalla lippuja, symboleja ja väriyhdistelmiä. Lisätietoja yksiköiden muokkauksesta on Readme.txt-tiedostossa.

NÄYTTÖ JA KÄYTTÖLIITTYMÄ



1. Resource Information (Resurssit): Näyttää käytettävissä olevan energian, resurssitäydennykset ja Orkien osalta Ork-resurssit.
2. Strategic UI (Strategiatiedot): Näyttää seuraavat tiedot: Strategic Points (Strategisesti tärkeät kohteet), Objectives (Tavoitteet) ja Relics (Esineet).
3. Pelin käyttöä koskevat sanomat näkyvät tässä (esimerkiksi "Game Paused" [Peli keskeytetty]).
4. Team Information (Joukkueen tiedot): Yksiköiden kokonaismäärä ja kapasiteetti.

5. Menu Bar (Valikkopalkki): Napsauttamalla tästä pääset Main Menu –valikkoon (Päävalikko), saat näyttöön tehtävätavoitteet, voit muuttaa Diplomacy (diplomatia)-asetuksia jne.
6. Timers and Warnings (Ajastimet ja varoitukset): Tähän avautuvat ajastinten ja joukkueille tarkoitettujen varoitusten ponnahdusikkunat.
7. Event Cue System & Alert Text (Tapahtumien seuranta ja hälytys): Näyttää viimeaikaiset tapahtumat. Napsauttamalla tästä voit siirtyä sijaintiin tai yksikköön, joka laukaisi sanoman.
8. Unit Command Area (Käskyt): Voit antaa yksiköille käskyjä napsauttamalla tästä tai painamalla mainittuja pikanäppäimiä. Voit antaa esimerkiksi "BUILD" ("RAKENNA")- tai "ATTACK" ("HYÖKKÄÄ") -käskyn tässä napsauttamalla asiaankuuluvaa kuvaketta.
9. Squad Control Area (Ryhmän hallinta): Tässä voit hallita ryhmän liikkeitä.
10. Help Text (Ohjeet): Kun asetat osoittimen haluamasi pelin elementin kohdalle, näet tässä yksikön tehtävän tai sille annetun käskyn.
11. Mini Map (Pienoiskartta): Näyttää tason kartan pienoiskoossa.
12. Section Information Area (Joukkueen tiedot): Näyttää yksikön kunnon ja ryhmän suhteellisen vahvuuden.

HIIRI JA KOLMIULOTTEINEN KAMERA

Camera (Kamera) on ensisijainen työkalu, jolla armeijaa hallitaan. Kameran asetuksia on neljä.

Rotate (Käännä): Painamalla näppäimistön Alt-painiketta ja liikuttamalla hiirtä voit kääntää kameraa vaakasuoraan ja pystysuoraan. Painamalla askelpalautinta palaat oletusarvoiseen kamera-asentoon.

Zoom (Lähennä/loitonna): Pyöritä hiiren rullaa ylöspäin, kun haluat lähentää kuvaa, ja alaspäin, kun haluat loitontaa kuvaa.

Pan (Panoroi): Voit panoroida kameraa eteen- tai taaksepäin, vasemmalle tai oikealle viemällä osoittimen näytön reunaan tai käyttämällä nuolinäppäimiä.

Squad Selection (Valitse ryhmä): Voit valita ryhmän napsauttamalla yksikköä. Pidä hiiren vasenta painiketta painettuna ja vedä valintalaatikko yksiköiden ympärille. Määritä ryhmälle pikanäppäin painamalla yhtä aikaa näppäimistön Ctrl-painiketta ja jotakin numeropainikkeista 1–0.

HUOMAA: Voit tuoda ohjeet näyttöön milloin tahansa pelin aikana, kun haluat tietää, kuinka jotakin pelin ominaisuutta tai toimintoa käytetään.

PELIN PERUSKÄSITTEET

RESOURCE STRATEGIC POINTS (STRATEGIAPISTEET)

Pisteitä saa keräämällä seuraavia kohteita (3):

- Strategic Points (Strategisesti tärkeä kohde): Jos pelaajan hallussa on strategisesti tärkeitä kohteita, hän saa vuoronsa alussa paremmat resurssitäydennykset.
- Vital Objectives (päätavoitteet): Jos pelaajalla on strategisia tavoitteita, hän saa vuoronsa alussa paremmat resurssitäydennykset kuin jos hänellä olisi koossa vain perusstrategiapisteet. Vital Objectives -tavoitteita vaaditaan myös moninpelissä, jotta voitto voidaan tietyissä tilanteissa saavuttaa.
- Relic (Esine): Kerättyään riittävästi esineitä niin, että resurssitaso nousee, pelaaja voi muodostaa tehokkaita yksiköitä ja saa käyttöönsä huippuominaisuuksia.

Voit vallata strategisesti tärkeitä kohteita sellaisten yksiköiden avulla, joilla on Capture (valtaus) -ominaisuus. Tällaisia yksiköitä ovat esimerkiksi Space Marine Scout -hahmot. Valitse yksikkö ja napsauta Strategic Point -kohdetta hiiren oikealla painikkeella.

PELAAMINEN

PELIN PERUSKÄSITTEET (JATKOA)

RESURSSIT, RAKENNUKSET JA YKSIKKÖKAPASITEETTI

Warhammer® 40,000: Dawn of War™ -pelissä on käytössä kolmea eri resurssia: Requisition (Resurssitäydennys), Power (Voima) ja Ork Resource (Ork-joukkojen resurssit).

Requisition (Täydennys) on perusresurssi, jolla vahvistetaan yksiköitä ja rakennelmia. Sen koko kuvastaa kampanjasi merkitystä Imperiumin kaiken sodankäynnin kontekstissa ja kykyäsi vahvistaa asemaasi hankkimalla lisää joukkoja, aseita, rakennelmia ja kulkuneuvoja. Requisition-resurssit alkavat kertyä, kun jalkaväkesi saa vallattua strategisesti tärkeitä kohteita.

Power-resursseja tarvitaan kulkuvälineisiin, tehokkaisiin aseisiin sekä monimutkaisiin yksiköihin ja rakenteisiin. Näitä resursseja syntyy Plasma- ja Thermo-Plasma-generaattoreissa. Thermo-Plasma-generaattoreita voidaan rakentaa vain Slag Deposit (Kuona-aineiden kertymä) -alueilla.

Ork-resursseja (vain Orkien käytössä) tarvitaan yksiköitä rekrytoitaessa. Ork-resursseja syntyy Ork Settlement (Ork-siirtokunta) -keskittymien ja pelaajan omistamien Waaagh!-sotalippujen lukumäärän perusteella. Joka kerta, kun pelaaja pystyttää uuden Waaagh!-sotalipun, hän saa myös yhden Ork-resurssin.

Unit Caps (Yksikkökapasiteetti) ilmoittaa pelaajan yksiköiden enimmäismäärän. Yksiköiden määrään vaikuttavat kaksi tekijää: Squad Cap (Ryhmäkapasiteetti) ja Vehicle Cap (Kulkuneuvokapasiteetti). Squad-kapasiteetti viittaa jalkaväkijoukkojen enimmäismäärään, jonka voit kutsua kerralla taistelukentälle. Vehicle-kapasiteetti puolestaan viittaa rakennettavissa olevien kulkuneuvojen määrään.

- Space Marines- ja Chaos Marines -joukot: Hankkikaa päämajasta Squad Cap Increase (Ryhmäkapasiteetin täydennys) ja Support Research (Tukitutkimus).
- Eldarit: Rakentakaa Webway Gate -portti.
- Orkit: Pystyttäkää Waaagh!-sotalippuja.

TEKNISET PÄIVITYKSET

Sitä mukaa kuin laadit uusia rakennelmia, voit vahvistaa yksiköitäsi paremmilla varusteilla. Jokainen tekemäsi päivitys avaa tutkittaviksesi uusia rakennuksia, vahvistaa käytössä olevia rakennelmia ja yksiköitä sekä tuo käyttöösi uusia aseita ja yksiköiden ominaisuuksia.

SQUADS (RYHMÄT)

Jalkaväen perusyksikkö kaikissa hahmoryhmissä on Squad (Ryhmä). Ryhmä hyökkää kohteisiin yhtenä kokonaisuutena.

Kun ryhmä on otettu käyttöön ja sijoitettu, sille voidaan tehdä seuraavat toimenpiteet: Reinforce (Vahvista, jolloin saat ryhmään lisää jäseniä) ja Upgrade (Päivitä, jolloin ryhmä saa lisää tehokkaampia aseita). Lisäksi ryhmään voidaan tuoda johtaja, mikä vahvistaa ryhmän hyökkäystehoa.

Voit tuoda ryhmään voimakkaita johtoyksiköitä, esimerkiksi Space Marine Force Commander (Käskynhaltija) -hahmon, valitsemalla haluamasi johtajan ja napsauttamalla sitten Attach (Liitä) -painiketta. Napsauta lopuksi ryhmää, johon haluat liittää valitsemasi johtajan.

Eukonyksiköistä, esimerkiksi Bloodthirster- ja Avatar of Khaine -hahmosta tai kulkuvälineistä ei voi muodostaa ryhmiä. Ne ovat yksittäisiä yksiköitä, eikä niitä voi tuoda ryhmään.

PINNANMUODOT, KASVUSTO JA NÄKYVYYS

Warhammer® 40,000: Dawn of War™ -pelin suunnitteluun kuuluu, että maasto vaikuttaa taistelun kulkuun ja hahmojen liikkeisiin. Kasvustotyyppejä on kolme:

- Light cover (Matala kasvusto) – hidastaa liikkeitä ja haittaa useimpien aseiden käyttöä. Esimerkki: Brush (Pensaikko).
- Heavy cover (Voimakas kasvusto) – samat mutta voimakkaammat vaikutukset kuin matalalla kasvustolla. Esimerkki: Puut ja tiheä aluskasvillisuus tarjoavat hyvän suojan vihollisen tulitukselta, mutta niiden seassa on hankala liikkua.
- Negative cover (Negatiiviset pinnanmuodot) _ tässä maastossa yksiköt ovat tavallista helpompia kohteita suurimmalle osalle aseista ja liikkuminen hidastuu. Esimerkki: Polvenkorkuinen joenuoma hidastaa etenemistä taistelukentällä.
- Joidenkin yksiköiden etenemistä eivät pinnanmuodot häiritse. Esimerkiksi Eldar Warp Spider -hahmot voivat siirtyä teleportin avulla lyhyitä matkoja.

CONTROL ZONES (VALVONTA-ALUEET)

Hahmoryhmät voivat perustaa Control Zones -alueita perustettuaan ensin päämajan. Valvontaa voidaan tehostaa entisestään perustamalla Strategic Point (Strategisesti tärkeä kohde) -sijainteihin Listening Post (Salakuuntelu) -tukikohtia. Kaikki hahmoryhmät käyttävät Control Zone -alueita, ja rakennukset on pystytettävä niiden sisälle.

MORALE (TAISTELUHENKI)

Warhammer® 40,000: Dawn of War™ -pelin suunnitteluun kuuluu, että vastarinta haavoittaa hahmoja niin fyysisesti kuin henkisestikin. Yksiköiden Morale (Taisteluhenki) -resurssit täydentyvät automaattisesti ajan kuluessa. Niitä voidaan parantaa myös erikoistoiminnoilla, esimerkiksi Sergeant's Rally (Kersantin kannustuspuhe)- tai Force Commander's Battlecry (Joukkojen komentajan taisteluhuuto) -toiminnoilla. Taisteluhenki vaikuttaa ryhmän tehokkuuteen. Jos taisteluhenki puuttuu täysin, ryhmä hajoaa ja vastarinta on hyödytöntä. Hajonneet ryhmät eivät pysty vahingoittamaan vihollista juuri lainkaan. Tällaisille ryhmille annetaan Movement Speed (Nopea eteneminen) -bonus, jotta pelaaja voi vetää ryhmät nopeasti taistelusta. Pelaaja voi kuitenkin edelleen ohjata hajonneita ryhmiä.

COMMANDS (KÄSKYT)

Kaikilla hahmoryhmillä on käytössään samat peruskäskyt. Käskyjä annetaan käyttöliittymän Unit Command Area (Käskyt) -ikkunassa. Kullakin käskyllä on oma pikanäppäimensä, joka näkyy Command (Käsky) -kuvakkeessa. Joillakin yksiköillä on käytössään erikoiskäskyjä tai -kykyjä, jotka voi niin ikään ottaa käyttöön pelin Unit Command Area -ikkunassa.

QUICKSTART PÅ SVENSKA
KOMMA IGÅNG

INSTALLATION

Sätt i den första CD-ROM-skivan av *Warhammer® 40,000: Dawn of War™* i din CD-ROM-drive. När startskärmen visas klickar du på Install (Installera) och följer instruktionerna på skärmen.

Om startskärmen inte visas dubbelklickar du på My Computer (Den här datorn)-ikonen på skrivbordet, därefter dubbelklickar du på den CD-ROM-drive där din Dawn of War CD-ROM finns. Lokalisera och dubbelklicka på Setup.exe för att starta programmet. Klicka på **Install (Installera)** och följ instruktionerna på skärmen.

FYLL I CD-KEY

Du blir nu ombedd att fylla i den unika CD-key som finns på baksidan av handbokens omslag. Du måste ha en giltig CD-key för att kunna slutföra installationen och spela spelet.

Skydda din CD-key – lämna inte ut den till någon annan och låt ingen annan använda den. Placera fodralet på en säker plats. Du kommer behöva det om du måste återinstallera spelet.

UPPDATERINGAR OCH ÄNDRINGAR

Gå in på hemsidan för *Warhammer® 40,000: Dawn of War™* http://www.dawnofwargame.com eller www.thq.com/support för att hitta eventuella uppdateringar och ändringar innan du börjar spela. Observera att ändringarna och uppdateringarna kan laddas ned och tillämpas automatiskt när du loggar in på Online-spelet.

DIRECTX 9.0b KRÄVS

Du måste ha Direct X-version 9.0b (finns på installations-CD:n) eller senare för att spela *Warhammer® 40,000: Dawn of War™*.

FELSÖKNING

Senaste information om felsökning och teknisk support finns i Readme.txt-filen på den bifogade CD:n.

SPELA SPELET

PLAYER PROFILES (SPELARPROFILER)

Med hjälp av menyn för Player Profiles (spelarprofiler) kan du skapa nya spelarprofiler som används av flera spelare. Varje profil innehåller specifik information för just den spelaren, som t.ex. anpassade inställningar, spelalterantiv och användarinställningar. Den används också för att följa en ensam spelares spel.

Namnet på den aktiva spelarprofilen visas på huvudmenyn. Klicka på namnet för att skapa nya spelarprofiler eller för att ändra den aktiva spelarprofilen.

MAIN MENU (HUVUDMENYN)

Det är från huvudmenyn du börjar en ny kampanj för en spelare, startar ett spel för flera spelare, börjar en tutorial (övningsbana) eller ändrar spelalternativen. Tryck på F10 för att aktivera huvudmenyn under spelets gång.

- Klicka på Single Player (En spelare) på huvudmenyn för att få tillgång till Tutorial (övningsbanan) eller spela Single Player Campaign (Kampanj för en spelare).
- Klicka på Skirmish (Snabbstrid) för att spela Single Player Skirmish (Skirmish för en spelare).
- Klicka på Multiplayer (Flera spelare) för ett LAN-spel, ett spel över ditt lokala nätverk eller för att spela Online genom GameSpy®.
- Klicka på Game Options Menu (Spelalternativmenyn) för att ändra spelalternativen.
- Klicka på Army Painter för att anpassa enheternas utseende.

SINGLE PLAYER CAMPAIGN (KAMPANJ FÖR EN SPELARE)

Kampanj för en spelare i *Warhammer® 40,000: Dawn of War™* ger dig kontroll över Blood Ravens i deras storslagna kamp för att rädda planeten Tartarus.

SKIRMISH (SAMMANDRABBNING)

Med Skirmish kan du delta i en strid mot datorstyrda motståndare på en karta för flera spelare.

ONLINE-SPEL

Selection Online (Online-urval) på huvudmenyn erbjuder följande alternativ för Online-spel för flera spelare

- **LAN** (lokalt nätverk) - Bli värd för/Delta i ett spel över ditt lokala nätverk.
- **Online** - Bli värd för/Delta i ett Online-spel via Dawn of War-lobbyn för flera spelare, som tillhandahåller funktioner för spel med flera spelare, som t ex automatchning, stegrankning osv.
- **Direct Host** (Direkt värd) - Ger dig möjlighet att bli värd för ett direktanslutet spel (dvs. inte över ett lokalt nätverk).
- **Direct Connect** (Direktanslutning) - Ger dig möjlighet att ansluta dig till ett direktanslutet spel (dvs. inte över ett lokalt nätverk).

ATT SPELA SPELET

GAME OPTIONS (SPELALTERNATIV)

SOUND (LJUD)

Ändra ljudkvaliteter som volymnivåer, nivån på figurernas tal och musikvolym.

GRAPHICS (BILD)

Ändra bildalternativen, som t ex skärmupplösning, detaljnivåer och återgivning.

CONTROLS (KONTROLLER)

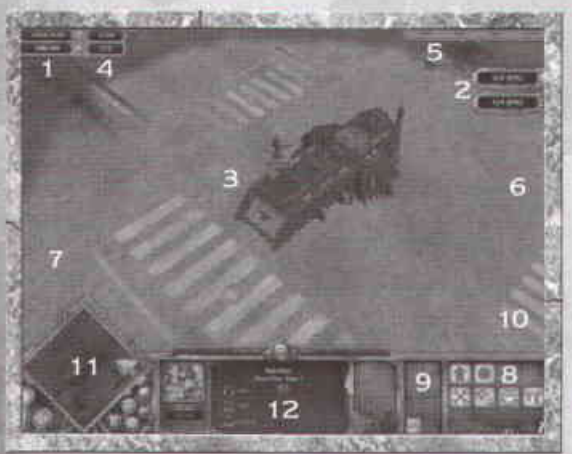
Ändra alternativen, som t ex om blod ska visas och bläddringshastighet för musen.

OBS: Gå in på readme.txt för ytterligare information om hur du kan ändra snabbinställningarna. Den här manualen utgår från att alla mus- och tangentbordskontroller är GRUNDinställda.

ARMY PAINTER (ANPASSA DINA ENHETER)

Enheterna kan anpassas till online-spel. Särskilda baner, emblem och färgskalor kan användas för att göra din armé mer personlig. Gå in på Readme.txt så får du all information om hur du kan anpassa dina enheter.

SPELSKÄRM OCH ANVÄNDARGRÄNSSNITT



1. Resource Information (Resursinformation): Visar statusen hos dina nuvarande förråd vad gäller energi eller rekvisition och för Orks del Ork-resurser.
2. Strategic UI (Strategiskt användargränssnitt): Visar intagna Strategic Points (strategiska punkter), Objectives (militära mål) och Relics (reliker).
3. Här visas viktiga meddelanden som "Game Paused" ("Spelet pausat").
4. Team Information (Lag-information): Totala antalet enheter och enhetstak.

5. Menu Bar (Menylist): Klicka här för att komma åt huvudmenyn, visa Mission Objectives (uppdragets militära mål), ändra Diplomacy (Diplomati)-inställningarna med mera.
6. Tidur och varningar: Här dyker tidur och varningar för olika händelser i spelet upp.
7. Händelsesystem & Varningstext: Visar de senaste händelserna. Zooma här för att komm till den plats eller den enhet som orsakade meddelandet.
8. Unit Command Area (Enhetens kommandoområde): Dela ut enhetens kommandon genor att klicka här eller genom att använda angivet snabbkommando. Kommandon som 'BUILD' ('BYGG') eller 'ATTACK' ('ATTACKERA') ges härifrån genom att klicka på lämplig ikon.
9. Squad Control Area (Gruppens kontrollområde): Kontrollera gruppens rörelser härifrån.
10. Help Text (Hjälptext): När du placerar markören över någon del av spelet visas en hjälptext som anger funktionen för just den enheten eller det kommandot.
11. Mini Map (Minikarta): Visar en tolkning av nivåkartan.
12. Section Information Area (Truppinformation): Visar hur din enhet mår och gruppens relativa styrka.

ATT ANVÄNDA MUSEN OCH 3D-KAMERAN

Kameran är det främsta hjälpmedlet för att föra befäl över din armé. Det finns fyra kamerakontroller.

Rotate (Rotera): Håll nere ALT-tangenten och flytta musen för att rotera kameravinkeln horisontellt och vertikalt. Tryck på Backspace för att återgå till kamerans standardposition.

Zoom (Zooma): Rulla mushjulet uppåt för att zooma in och nedåt för att zooma ut.

Pan (Panorera): Panorera kameran framåt, bakåt, till vänster och höger genom att flytta markören till kanten av skärmen eller genom att använda piltangenterna.

Squad Selection (Att välja ut en grupp): Välj ut en grupp genom att klicka på en enhet. För att göra detta håller du nere den vänstra musknappen och drar en ruta runt gruppen av enheter. Ge gruppen ett snabbkommando genom att trycka på CTRL plus siffertangenterna (1-0).

OBS: Kom ihåg att hjälptexten finns tillgänglig genom hela spelet för att förklara hur man använder olika spelegenskaper och funktioner.

GRUNDLÄGGANDE SPELKONCEPT

RESOURCE STRATEGIC POINTS (RESURSSTRATEGISKA PUNKTER)

Skaffa dig tre typer av punkter för att vinna fördelar:

- Strategic Points (Strategiska punkter): Genom att hålla dessa får du rekvisitioner snabbare.
- Vital Objectives (Avgörande militära mål): Med hjälp av dessa ökar antalet rekvisitioner du kan få per gång i snabbare takt än vid Strategic Points (Strategiska punkter). Dessutom är Vital Objectives (Avgörande militära mål) ibland ett krav för att kunna uppfylla vissa segervillkor under spel med flera spelare.
- Relic (Relik): Hjälper dig höja rekvisitionsnivån och skapa kraftfulla enheter och förmågor.

Använd enheter med Capture (erövrings)-förmåga, som Space Marine Scouts, för att erövr Strategic Points (strategiska punkter) genom att välja enhet och sedan högerklicka på den strategiska punkten.

ATT SPELA SPELET

GRUNDLÄGGANDE SPELKONCEPT (FORTS.)

RESURSER, BYGGNADER OCH ENHETSTAK

Warhammer® 40,000: Dawn of War™ har tre resurser: Requisition (rekvisition), Power (kraft) och Ork Resource (Ork-resurs).

Requisition (Rekvisitionen) är den grundläggande resurs som används till enheter och byggnader. Den visar hur viktig din kampanj är inom ramen för det större krig som pågår i Imperiet, och visar hur lätt det är för dig att kalla in förstärkning, vapen, byggnadsverk och fordon. Rekvisitioner får man genom att med hjälp av infanteriet ta och hålla strategiska punkter.

Kraft används till fordon, tunga vapen samt avancerade enheter och strukturer. Plasmageneratorer och termoplasma-generatorer genererar kraft. Termoplasmageneratorer kan endast byggas upp på slagghögar.

Ork-resurs (endast Orks) används för att skaffa enheter. Ork-resurs genereras med en hastighet som bestäms av hur många Ork-Settlements (Ork-bosättningar) och Waaagh! Banners (Waaagh!-baner) spelaren har. Dessutom får man ytterligare Ork-resurs varje gång man tillverkat ett Waaagh!-baner.

Unit Caps (Enhetskapacitet) visar det antal enheter du kan inneha. Detta styrs av två faktorer: Squad Cap (gruppkapacitet) och Vehicle Cap (fordonskapacitet). Gruppkapaciteten motsvarar det största antal infanterigrupper du kan rekvirera och samtidigt sätta in på slagfältet. På samma sätt är det fordonskapaciteten som avgör hur många fordon du kan bygga.

Du kan utöka enhetskapaciteten för varje ras genom att bygga upp nödvändiga supportstrukturer, uppgraderingar och forskning.

- Space- och Chaos Marines: Köp Squad Cap Increase (utökad gruppkapacitet) och Support Research (Supportforskning) i högkvarteret.
- Eldar: Bygg Webway Gates (Webway-portar).
- Orks: Bygg Waaagh!-baner.

TEKNIKUPPGRADERINGAR

Varefter du uppför nya byggnadsverk kan du förse enheter med bättre utrustning. Varje uppgradering ger dig tillgång till nya byggnader, uppgraderingar till nuvarande byggnader och enheter, så väl som nya vapen och nya förmågor.

SQUADS (GRUPPER)

Den grundläggande infanterienheten inom alla raser är en squad (grupp). Grupper reagerar på order som en enda enhet.

När en grupp rekvirerats och placerats i strid kan gruppen förstärkas (fler individuella medlemmar läggs till en squad (grupp)) och uppgraderas (tillföra kraftfullare vapen), dessutom kan en gruppledare rekvireras, något som förstärker gruppens effektivitet i strid.

Kraftfulla Leader (ledar)-enheter som Space Marine Force Commander kan knytas till en grupp genom val av Leader (ledaren). Klicka då på 'Attach' ('Bifoga')-knappen och därefter på den grupp som du vill knyta Leader (ledaren) till.

Specialenheter som Bloodthirster och Avatar av Khaine samt fordon kan inte sättas samman till grupper. De existerar som individuella enheter och kan inte knytas till en grupp.

TERRÄNG, SKYDD OCH SIKTLINJE

I *Warhammer® 40,000: Dawn of War™*, påverkar markskydden strider och rörelser. Här finns tre typer av markskydd:

- Light cover (Lätt skydd) – saktar ned rörelserna, minskar effekten hos de flesta vapen. Exempel: Buske
- Heavy cover (Kraftigt skydd) – fungerar som lätt skydd men med större påverkan. Exempel: Träd och kraftig undervegetation ger ett bättre skydd mot fiendens eld men är svårare att röra sig i.
- Negative cover (Negativt skydd) – Gör enheten mer sårbar mot de flesta vapen och saktar ned dess förflyttning. Exempel: Flod med knädjupt vatten saktar ned din förflyttning på slagfältet.
- Vissa enheter kan ignorera terrängen när de rör sig. Enheter som Eldar Warp Spiders kan teleportera sig korta sträckor på kartan.

CONTROL ZONES (KONTROLLZONER)

Control Zones (Kontrollzoner) upprättas av en ras när huvudkvarteret är placerat och får understöd från Listening posts (spejare) på Strategic Points (strategiska platser). Alla raser använder kontrollzoner och byggnader måste uppföras inom en kontrollzon.

MORALE (MORAL)

I *Warhammer® 40,000: Dawn of War™*, skadar vapnen enhetens moral så väl som enhetens hälsa. Enheternas moral fylls på automatiskt efter hand och kan utökas med unika, specialegenskaper som Sergeant's Rally (sergeantens återsamlingsförmåga) eller Force Commander's Battlecry (ledarens stridsrop). Moralen påverkar stridsdugligheten hos en enhet eller en grupp. När moralen hos en grupp har minskat till noll bryts gruppen upp, vilket gör den stridsoduglig. När gruppen brutits upp åsamkar den fienden mycket liten skada. Uppbrutna grupper får en Movement Speed (förflyttningsbonus) så att spelaren snabbt kan flytta dem bort från striden. Spelaren förlorar inte kontrollen över grupper som brutits upp.

COMMANDS (KOMMANDON)

Samtliga raser har samma grundkommandon för användaren inom 'Unit Command Area'('Enhetens kommandoområde') i användargränssnittet. Varje kommando har ett snabbkommando, som visas på Command (kommando)-ikonen. Vissa enheter har specialkommandon eller förmågor som också dyker upp inom 'Unit Command Area' ('Enhetens kommandoområde')

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1.) Sørg altid for at din computer opfylder mindste kravene.

2.) Tjek emballagen for systemkrav (win 98/NT/2000/XP) inden du køber produktet.

3.) Husk at holde din computer er opdateret med de nyeste tilgængelige drivere og opdateringer til DirectX (lydkort, grafikkort).

4.) Win XP SKAL opdateres efter købl (Microsoft hjemmeside eller autoupdate)

5.) Tjek din hardisk for plads inden du installerer dit nye spil (min 100 MB) skal være fri efter endt install.

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Svar på de vanligast förekommande frågorna kan du få om du tittar under FAQ.

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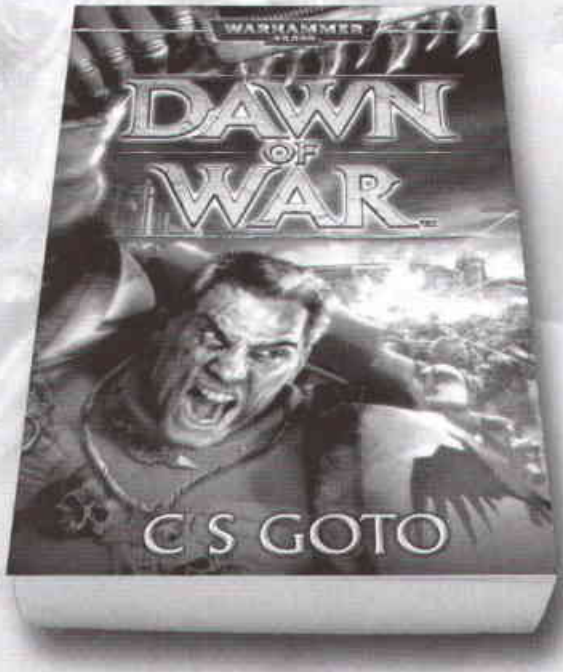

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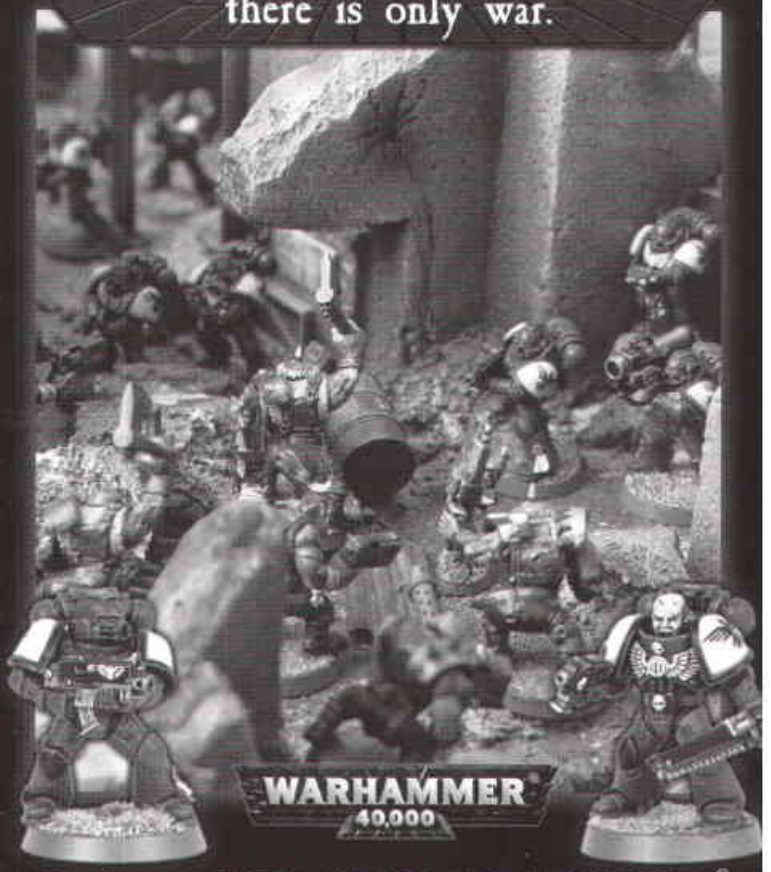

GAMES WORKSHOP®

Did you know that the Dawn of War universe was created by Games Workshop, the largest table-top fantasy wargames company in the world?
Table-top wargaming is an entire hobby involving collecting, modelling, painting and gaming with armies of these models.

To find out more go to...

HOT KEYS

Global Commands

Ping	F9
Toggle Ping Type	Ctrl + E
Command Queue	Shift
Pause Game	Pause
Display in Game Menu	F10
Objectives Menu	F11
Allies Menu	F12
Allied Chat	Enter
Chat to All	Shift + Enter
	or Ctrl + Enter
Cycle Through Event Cue's	Space Bar
Cycle Idle Military	,
Cycle Through Builders	.
Cycle Through Research	Ctrl + R
Toggle Overwatch On/Paused	Ctrl + O
Cancel Overwatch	Ctrl + K

Engagement Stances

Hold Area	F1
Stand Ground	F2
Burn Down	F3
Cease Fire	F4
Attack	F5

Weapon Stances

Assault Stance	F6
Ranged Stance	F7
Versatile Stance	F8

Unit Commands

Stop	P
Move	V
Attack Move	A
Attack Melee	Z
Build	B
Attack	T
Attack Ground	G
Scuttle	Delete
Unload	U
Reinforce	R
Loader	L
Repair	E

Multiple Selection Hotkeys

Focus on Primary Selection	Ctrl + Tab
Next Primary Selection	Tab
Previous Primary Selection	Shift + Tab
Remove Selection	Ctrl

Camera Commands

Default Camera	Backspace
Camera Rotation	Hold Alt + Move Mouse
Zoom in/out	Middle Mouse Scroll Wheel

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Don't Lose This Number! This CD key is required to fully use this product!